

James Kolsby

james@amaranth.film | (404) 386 6207 | New York, NY

jameskolsby.com

dribbble.com/jrkolsby

linkedin.com/in/jameskolsby

About

Experienced creator with 10 years of experience across many facets of theatre and film production. I've applied my skills to camera, sound, grip, lighting, and post production departments for countless feature films, commercial productions, music venues, and theatre works. My background in engineering gives me a unique technical mastery over a wide range of AV technologies. My experience writing and directing short form content has taught me the importance of applying technique only in service of story and emotion. I am looking to join a dynamic and diverse creative team with an emphasis on collaboration and innovation in the arts.

Experience

Amaranth Film & Media LLC

2015 - Present

Producer, Cinematographer, Editor, Sound Recordist

Organized and managed a production company focused on advertising content and narrative films. My focus is cinematography, with contracts in video editing, and sound recording as well. Clients include Calvin Klein, Universal Music, Tommy Hilfiger, Guerlain, Estée Lauder, Keds, Altuzarra, and Tyler McGillivray,.

SoundCloud

July 2022 - February 2023

Full Stack Developer - Creator Insights

Built tools to improve fan engagement with artists and streamlined user tracking process for developers.

Goldman Sachs

August 2020 - May 2022

Full Stack Developer - Marquee Risk Analytics

Built key features on a risk calculation platform used by over 30,000 monthly active users including hedge funds and internal trading desks. Handled client-facing tech support to debug time sensitive market failures.

1stDibs

August 2019 - April 2020

Frontend Developer - Platform & Dealer Experience

Built applications to optimize listing speed, including a vetting system and CMS for interior design magazine.

Coursework

Columbia University

2019

BS Computer Science

Barnard Theatre Department

Designed sound and projections for a number of student productions including *Trifles* by Susan Glaspell and *Lulu* by Frank Wedekind, and assistant stage managed *The Lover* by Harold Pinter.

Columbia Computer Music Center

Worked with a research group repair and restore a prototype 1950s Buchla Synthesizer. Documented malfunctioning components and replaced them.

Projects

First Time Caller Feature Film

2022

Built out interactive computer interface as part of a podcasting set which enabled in-camera displays of audio waveforms from the lead actor and supporting roles who called in via Facetime. Also worked as the sound mixer, boom op, and gaffer for the movie.

Song Garden Application

2020

Built Digital Audio Workstation in Rust with realtime multi-threaded audio engine. Implemented audio recording using buffer pools, tape-style scrubbing, and a scriptable plugin API using the Faust DSP language.