

James Heil (CTS)

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A multi-disciplinary self starter with a passion for challenges and a lust for innovation.

EXPERIENCE

tonari - Technical Consultant

November 2023 - Present (Hayama, Japan)

Advising C-suite leaders and product development team of industry best practices on effective system integration for a life-size telepresence product and its related systems.

Mawari - Japan Product Manager

May 2023 - November 2023 (Tokyo, Japan)

Regional lead building the foundation for core products and systems of a decentralized real-time cloud rendering and streaming computer graphics XR platform. Key responsibilities included identifying technical blockers and recommending actions that acknowledge and consider impacts from both engineering and business perspectives, as well as generating product use case ideas while overseeing product design in collaboration with the global product team and vendors.

Vega Global - Managing Consultant, New Media Technologies

October 2021 - May 2023 (Tokyo, Japan)

Leading business development initiatives to expand company service offerings to encompass web streaming and hybrid media production support which involved the design and construction of an in-house bespoke virtual production facility with numerous XR and interactive technologies as well a similar facility in partnership with Hilton Tokyo that exceeded its projected purchase orders before public announcement.

Vega Global - Project Manager

June 2017 - December 2021 (Tokyo, Japan)

Management of audio visual systems integration projects at all stages including: system design, CAD drafting, workforce and procurement coordination, site management, client consultation, system programming, testing, commissioning, and user training. I also led a regional team spanning several APAC countries to fully support AV deployments, repairs, and general consulting for Google's AV Engineering team.

TechArtician - Owner / Technical Director

January 2017 - Present (Santa Fe, NM)

Utilizing my varied media production and IT experience, I build specialized teams to achieve client imagined creative projects with focuses in advanced technologies and simple storytelling. Employing everything from high-end commercially available products down to our own breadboard designed small electronics to build interactive and immersive environments that extends the user experience into a profound exploration.

Schaefer Consulting - IT Consultant

August 2011 - October 2017 (Santa Fe, NM)

Systems and network administrator for about eighty small to medium sized companies and individual clients with services spanning every aspect of IT and network security. I oversaw the design, implementation, and maintenance of various systems including servers, wired and wireless networks, VOIP telephony, mobile devices, surveillance, Windows, Mac, and GNU/Linux workstations. I also performed services in IT disaster prevention and recovery, threat assessment and penetration security testing.

Lumenscapes Illumination Media - Full dome VR Technician

June 2013 - October 2017 (Santa Fe, NM)

Installation and operation of production lighting, sound, and video systems usually incorporated within a fully immersive, projection mapped, geodesic dome VR environment. Responsibilities included meeting with clients, designing event AV systems, building custom hardware, operating technical equipment, creating documentation, and event promotion.

Todd Young Studio – Assistant Director / Producer

November 2012 – April 2014 (Santa Fe, NM)

Facilitated the conceptualization and production of local and regional TV commercials. Served in many roles including sound utility, sound mixer, camera operator, and 1st AD. I also designed and operated several websites primarily in Wordpress and managed email systems related to our projects.

Santa Fe Audio Visual – AV Technician / Project Manager

May 2010 – September 2011 (Santa Fe, NM)

Responsible for the coordination to set up and operate technical event production equipment necessary for corporate and government meetings, weddings, various artistic performances, and large city events.

PROJECTS

APAC AV Team Leader for Google

(2017–2021) Vega Global– Tokyo, Japan

Routinely delegated tasks across the region to resolve AV related support tickets from offices in the APAC region and performed technician responsibilities to ensure quality and efficacy of solutions.

Various Corporate AV SI

(2017–2022) Vega Global– Tokyo, Japan

Fully managed projects and provided localization expertise to support client’s international AV deployments and system integrations. (Including: Netflix, Palo Alto Networks, Stripe, Twitter, and many others)

CAVE VR Projection Room

(2016–2017) Techartician – Santa Fe, NM

Designed and constructed a permanent exhibit consisting of an immersive 8K resolution, 70 meter² projection mapped room as well as an interactive VR application for OTA Contemporary, a leading gallery in the historic Canyon Road arts district.

Japansylvania – XR Artist

(2022–2023) Techartician – Tokyo, Japan

Twice exhibiting new media artist for an annual virtual art show that aims to bridge artists and perspectives between Japan and Pennsylvania curated around different themes.

The PASEO

(2016) Lumenscapes – Taos, NM

Custom built a 11 meter diameter geodesic dome with multi-channel projection mapping and surround sound system to create a large scale group VR experience.

VR Aerobatics

(2016–2017) Techartician – Santa Fe, NM

Developed a VR workflow to allow one to capture aerobatic maneuvers while piloting a stunt plane and play them back later to share with others. I spent time in research and development of available products combined with modified materials to withstand high speed flights.

Digital Dome

(2014–2017) Lumenscapes – Santa Fe, NM

Consulted on and physically built out system upgrades for the world’s only fully articulating fulldome theater at the Institute of American Indian Arts. Finalized result was a 7.5 meter diameter fulldome theater with 39.4 ambisonic 3D surround sound and a 4K x 4K resolution hemispherical projection mapped display with multi-user interactivity and event lighting.

ACHIEVEMENTS

Certified Technology Specialist (CTS) - Among the first 25 in Japan

Creating, operating, and servicing AV solutions as well as conducting management activities that provide for the best resolutions of client's needs, both on time and within budget.

InAVate Magazine - 40 under 40

Recognized as a thought leader in my industry by expanding traditional AV technologies into the XR space leading to improved market positioning.

SKILLS

Creative problem solving
Systems design
Technical while practical
Team building

EDUCATION

The Evergreen State College

2008-2009 (Olympia, WA)

Studied toward a B.A. of Liberal Arts with a focus in Media Production.

LANGUAGES

English (Professional/Native)

Japanese (Professional/Native)

Spanish (Beginner)

HOBBIES

New media and digital artwork, web and creative programming, VR videography and photography, network security research, 3D modeling, live sound engineering