

Ella Musaieva

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PROFESSIONAL SUMMARY

Creative Technologist with expertise in immersive media, 3D data workflows, emerging technologies and digital production. Proven success leading high-profile projects for clients like Activision Blizzard, Riot Games, Apple TV+, Sony Music. Skilled in bridging creative vision with technical implementation across XR, film, and interactive content.

TECHNICAL & CREATIVE SKILLS

- 3D & XR Tools: Maya, ZBrush, Unreal Engine, Unity, RealityCapture, Clo3D, Substance, Houdini, 8th Wall, Touch Designer
 - Post-Production: After Effects, Premiere Pro, Avid
 - Tech: Python, GenAI, DAM, Jira, Heroku
 - Production: Film & TV, Documentary, Post-production
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PROFESSIONAL EXPERIENCE

Director of Technology

Dopl • New York, NY • Aug 2020 – June 2025

- Designed and built advanced 3D photogrammetry systems, enabling scalable scanning studios across the U.S.
- Developed automated 3D data pipelines that improved efficiency, consistency, and output quality across projects.
- Led a team of 3D artists, setting technical workflows, quality benchmarks, and creative standards.
- Producer and delivered creative projects for clients including Apple TV+, Riot Games, Peloton, Sony Music, and Wieden+Kennedy — connecting creative goals with practical technical solutions.

Technology Manager

Doob USA • New York, NY • Mar 2017 – Apr 2020

- Managed daily studio operations and optimized production workflows to support high-volume 3D content creation.
- Produced live VR conferencing events with enhanced audience interaction and real-time engagement.
- Designed quality control processes and asset preparation pipelines for VFX, VR, and 3D printing projects.
- Oversaw editorial workflows including footage delivery, logging, and production scheduling.

Production Assistant

Bikini Editorial • New York, NY • Apr 2013 – Feb 2017

- Managed footage delivery and logging, production scheduling for editorial projects
- Assisted editors and producers with media organization, ingest, and project prep to ensure smooth handoffs between production and post.

Assistant Editor

5 Floors Production • New York, NY • Apr 2013 – May 2014

- Edited and organized daily and archival footage for a feature documentary and short-form action films.
- Worked with the editorial team to refine narrative flow and prepare content for final delivery.

Production Intern

Anonymous Content • New York, NY • Sept 2013 – Dec 2013

- Supported bidding and treatment preparation for commercials and narrative content.
- Assisted production teams with research, pre-production coordination, and on-set support for film and commercial projects.

Stage Director / Assistant Director

Master Chef • STB TV Channel • Kyiv, Ukraine • Apr 2011 – Dec 2012

- Introduced communication protocols between departments, improving production flow and reducing on-set delays.
 - Managed camera blocking, cueing, and live direction to maintain pacing, timing, and seamless transitions during complex multi-camera shoots.
 - Promoted from Assistant to Stage Director for MasterChef Ukraine.
 - Worked with producers, creatives and talent to navigate and concept the script and daily narrative.
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EDUCATION

Harvard University • Cambridge, MA

Digital Media & Computational Design • 2018-2019

Kyiv National I. K. Karpenko-Kary Theatre, Cinema and Television University • Kyiv, Ukraine

BA, Cinematic Arts: TV and Film Directing • 2007-2012

ADDITIONAL EDUCATION

- Production Design, School of Visual Arts, NY (2013)
 - Fine Arts, Cooper Union, NY (2013)
 - Digital and Fine Arts, PI Art Center, NY (2014–2018)
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AFFILIATIONS & VOLUNTEERING

- Onassis ONX Summer School 2025: Innovation, Tech and Culture
- ACM SIGGRAPH (2016–Present): Inter-Committee Member, Speaker, Volunteer
- Sundance Institute (2018–2019): New Frontier Associate, XR Coordinator
- NICEE Japan (2010): Exchange Student

LANGUAGES

- English (Fluent)
- Ukrainian (Native)
- Russian (Native)