

ELLA MUSAIEVA

PRODUCTION · POST-PRODUCTION · CREATIVE TECHNOLOGY

TV & Streaming · XR · 3D Capture

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PROFILE

Production and post-production professional with 10+ years across TV, film, and streaming — from live multi-camera directing and editorial to running high-volume production studios. Managed footage pipelines, edit prep, scheduling, and delivery for broadcast and branded content, with deep hybrid expertise in creative technology (XR, 3D capture, additive manufacturing). Delivered projects for Apple TV+, Riot Games, Activision Blizzard, Sony Music, Peloton, and Wieden+Kennedy; eight years leading studio operations and technical teams.

SKILLS

Production & Post Premiere Pro, Avid, After Effects, Final Cut · media ingest, logging & delivery · production scheduling · multi-camera directing · bidding & treatments · DAM systems

3D & XR Maya, Blender, ZBrush, Unreal Engine, Unity, Houdini, Substance Painter, Clo3D

Capture & Reconstruction Photogrammetry (RealityCapture), Gaussian splatting workflows, 3D scanning systems, custom capture hardware

Additive Manufacturing Certified 3D printing technician — MJP, MJF, SLA, SLS

Tech Python, generative AI pipelines

EXPERIENCE

Director of Technology · Dopl

New York · Aug 2020 – Jun 2025

- Produced and delivered creative projects for clients including Apple TV+, Riot Games, Peloton, Sony Music, Wieden+Kennedy, and Activision Blizzard.
- Led day-to-day operation of a production lab utilizing industrial 3D printers, photogrammetry systems, and custom capture hardware.
- Designed and built advanced 3D scanning, data processing, and 3D printing operations across the United States.
- Built standardized operating procedures that improved throughput and consistency across production.
- Designed custom hardware systems integrating cameras, electronics, triggering systems, and fabrication components.
- Managed inventory, procurement, equipment maintenance, and studio operations.
- Mentored technical artists and operators while maintaining high standards for craftsmanship and documentation.

Technology Manager · Doob USA

New York · Mar 2017 – Apr 2020

- Produced live VR conferencing events with enhanced audience interaction and real-time engagement.
- Managed daily studio operations, production schedules, equipment readiness, and workflow prioritization across high-volume 3D scanning, VR, and 3D printing projects.
- Designed quality control processes and asset preparation pipelines for VFX, VR, and 3D printing projects.

Production Assistant · Bikini Editorial

New York · Apr 2013 – Feb 2017

- 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.

Assistant Editor · 5 Floors Production

New York · Apr 2013 – May 2014

- Edited and organized daily and archival footage for a feature documentary and short-form action films.

Production Intern · Anonymous Content

New York · Sep 2013 – Dec 2013

Stage Director / Assistant Director · Master Chef, STB TV Channel

Kyiv · Apr 2011 – Dec 2012

- Directed live multi-camera broadcast segments — camera blocking, cueing, and pacing across complex multi-camera shoots.
- Worked with producers, creatives, and talent to shape scripts and daily narrative.
- Introduced communication protocols between departments, improving production flow and reducing on-set delays.
- Promoted from Assistant Director to Stage Director for Master Chef Ukraine.

EDUCATION

Harvard University — Digital Media & Computational Design

Cambridge, MA · 2018 – 2019

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

Kyiv · 2007 – 2012

BA, Cinematic Arts: TV and Film Directing

Additional study — Production Design, School of Visual Arts (2013) · Fine Arts, Cooper Union (2013) · Digital and Fine Arts, PI Art Center (2014–2018)

AFFILIATIONS & CERTIFICATIONS

- Sundance Institute (2018–2019) — New Frontier Associate, XR Coordinator
- ACM SIGGRAPH (2016–Present) — Inter-Committee Member, Speaker, Volunteer
- Onassis ONX Summer School 2025 — Innovation, Tech and Culture
- Google Project Management · Adobe Certified Associate, Adobe Premiere · 3D Systems Additive Manufacturing Technician