



DAN OLSON

VIDEO EDITOR / VIDEO PRODUCER / CAMERA OPERATOR

As long as I can remember I have been fascinated with the syncing of sound and video. I was engulfed by music, taking fifteen years of piano, five years of drums, and four years of music during school. When I was not tickling the ivory or pounding the drums I was out playing sports. I never remember a time when I did not have two or more extra curricular activities a day. After graduating High School, I received a laptop and began teaching myself how to edit video. I moved to Northern California where I took a class at Sacramento College using non-linear software. After this introduction to editing, I quickly purchased the application and began teaching myself how to use it. After two years I moved back to San Diego where I graduated with a BS in media and got a job where I currently work at Sony with the title video editor. My wide varieties of duties extend from editing video, camera operator, producer, set work, file compressions, video game capture, motion capture, face scanning, IT support, and many other tasks that still have yet to be thought of. I have greatly enjoyed working on many video game titles, however I spend most of my time working for MLB The Show. I began as a video engineer making tapes digital. I later began to capture using the debug menu and flycam grabbing stills for social media. Now I create entire videos, conceptualizing ideas, capturing cinematic gameplay, layering an audio bed, cutting together an emotional evoking video, and making sure it is prepared and ready for an easy delivery.