BRANDON LINDQUIST

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Project Portfolio

OBJECTIVE: I am in the midst of changing careers from my 15+ years in TV post production, where I worked behind the scenes in a fast paced technical environment to make reality television shows. Inspired by the resurgence in the space industry, I returned to school to study aerospace, following my passions and longing for something more.

PROJECTS

Rocket Project at UCLA 2023-2024

Ares Recovery Systems Lead

- Co-lead a team to design, manufacture, and test a custom-built recovery system for the liquid fueled Ares Rocket.
- Shock force calculations done with OSCalc, SolidWorks for parts design, and HSMworks for CNC programming.
- In progress: Preparing for multiple test rockets to verify recovery systems and gather data.

Ares Propulsion Engineer 2023-2024

- Working with the propulsion team to assemble test engines and prepare for static fire tests.
- Working with ground systems to build and validate test-stand equipment.
- Performed water flow tests to check for leaks and calculate drag coefficient values for test stand and engine injector.

Prometheus Recovery Systems Engineer (www.brandonlindquist.com/projects#/prometheus-recovery/) 2022-2023

- Designed custom ejection system and electronics mount (SolidWorks) for separation and parachute deployment.
- Worked closely with a team to CNC manufacture the parts, test the system, and integrate with electronics.
- Ejection system parts CNC'd from aluminum 6061 (Haas, HSMworks), 3D printed electronics mount.

Personal Project: Star Tracker for Astrophotography (www.brandonlindquist.com/projects#/star-tracker/) 2022-2023

- I custom designed and built a device that precisely tracks a camera with stars in the sky, for long-exposure astrophotography.
- Hardware: SolidWorks for designing, wood working by hand, with laser cut components
- Electronics: Programmed Arduino software (C++) to run an LCD with button inputs to display and adjust the motor speed

Mid-power Model Rocket (www.brandonlindquist.com/projects#/model-rocket/) 2023

- Custom designed and built a model a rocket with a team
- Hardware: designed in SolidWorks, 3D-Printed nose-cone, boat-tail, laser cut fins/bulkheads/centering rings, fiberglass body
- Flight achieved Mach 0.7 to 3013ft. Successful parachute recovery of payload (egg) and entire rocket (Motor - G80T-10)

SKILLS

CAD: CSWA SolidWorks Associate: Mechanical Design
Simulation: Ansys Mechanical, Comsol
Programming: MATLAB, C++, Mathematica, Visual Studio, Xcode, Arduino
Manufacturing: Experience with Haas CNC, HSMworks CAM software, general machining
3D printing (Prusa i3 MK3S+), laser cutting, wood working, fiber-glass layup

Additional Skills

- Video Production: Large scale video/data management for post, workflow design, camera and audio for on-set production
- Technical Support: Video editing software & equipment, camera/audio equipment, PC/MacOS, network/local storage
- Creative Skills: 15+ years video editing, graphics, 3D & visual effects. Expert with Avid, Adobe Suite, Resolve, Cinema 4D
- People Skills: working with large teams in a fast paced environment, technical support with clients and team members

WORK EXPERIENCE (15+ years in TV Post Production)

Contract Work: Editor / Lead Assistant Editor / Assistant Editor / Graphics 2007-2023

- Editor: Reality TV, Sports pre/post game, cooking shows, comedy shorts
- Lead Assistant Editor:
  - Lead teams of people through ingest of hundreds of terabytes of material for large scale reality TV shows
  - Built out and was technical support for post infrastructure for several productions: editing, online, storage, LTO
- Assistant Editor: Syncing and grouping for multi-cam reality TV shows
- Graphics: Design for reality TV and stage performances

EDUCATION

University of California, Los Angeles (UCLA) Expected December 2024
Aerospace Engineering, B.S. - GPA: 3.5

Video Symphony (Post Production Trade School) August 2008
Certified Avid Professional, Burbank CA

Milwaukee Area Technical College June 2007
Associate degree, Television and Video Production, Milwaukee WI