



# Hollace Bain

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## Summary

Experienced broadcast engineer, technical director, and problem solver with a demonstrated history of excelling in the esports industry.

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## Experience

### Lead Broadcast Engineer Film Quality Services

Feb 2024 – Present

- Responsible for full-scale multi-studio network deployment and management consisting of a dozen Enterprise/Pro level UniFi switches/aggregators with multiple VLANs.
- Fully designed and deployed the studio's new video & audio infrastructure, making sure each studio has reliable and flexible production capabilities.

### Graphics Operator ESL Gaming

Nov 2022 – Present | Recurring Contract

- Dreamhack Mainstage GFX / VT operator. Operation involves heavy use of CasparCG, vMix, and Bento complimenting diverse types of live content.
- Responsible for programming and firing all on-screen graphical assets as well as populating their respective fields (stats, names, info, etc.)
- Festivals worked:
  - Atlanta 2024
  - Dallas 2024
  - Atlanta 2023
  - Dallas 2023
  - Atlanta 2022

### Technical Director Film Quality Services

Sep 2019 – Present | Contract

- Use vMix, and all types of 1-4 M/E ATEMs
- Responsible for software buildouts and programming switchers for every show.
- Notable Shows with FQS as TD:
  - Super bowl LVIII Opening Night - Gaming Activation | NFL
  - Super bowl LVII Opening Night - Gaming Activation | NFL
  - SPOTLIGHT Season 1 (27 episodes) | Crown Channel
  - 2 Joysticks and a Couch | Twitch Crown Channel

Broadcast Engineer

Feb 2022 - Feb 2024

**Film Quality Services**

- Engineering & maintaining a 30ft broadcast trailer capable of rapid turnaround times.
- Producing signal flows/routing diagrams for clients & crew for each show that FQS was involved in.
- Deployment of networking/video/audio infrastructure on location using various combinations of UniFi, Blackmagic, AJA, and Newtek gear.

Production Manager

Aug 2018 - Apr 2022

**AXR Edge, formerly Axis Replay**

- Ensured the success of the company's broadcast production efforts and its integration with highly attended live events.
- Created a wide range of broadcast-related content in the Adobe Suite (recaps, trailers, etc.)
- Acting TD for over 150 broadcasts, consisting of weekly hybrid events, concerts, tournaments, panels, and more.
- Heavy use of software such as vMix, companion, premiere, and OBS frequently coupled with NDI, SRT, and RTMP sources,

Club President

Aug 2018 - Sep 2019

Director of Esports

Feb 2017 - Aug 2018

**Panther Gaming at Georgia State**

- Lead the Panther Gaming club with over 1000 members for 3 semesters.
- Strategized and executed the biggest live esports event the club had done up to that point (GameFest 2019)
- Rebranded the club to more modern standards, and worked with faculty to help integrate existing club-rosters with GSU's brand new Varsity esports program

Production Intern

May 2018 - Aug 2018

**Skillshot Media**

- Assisted with multiple aspects of production for a variety of esports broadcasts. My tasks ranged from operating audio interfaces, stage managing, operating boom microphones, recording and exporting interview footage, etc.
- Quickly learned how to use black magic cinema/POV cameras, switchers, and more.

Social Media Specialist

May 2016 - Oct 2017

**Turner (Turner Broadcasting System, Inc)**

- Live clipping and managing of ELEAGUE's CS:GO broadcast highlights via an IP PGM portal to use for marketing & social media initiatives.
- This position was my first real look into what broadcasting is like at the highest levels, and it allowed me to put my knowledge of Counter-Strike & esports to use in a professional environment for the first time.

Social Media Specialist

Jun 2015 - Jan 2016

### **Panther Dining**

- Filmed numerous school sponsored events for future use in advertising material. Lead editor, writer, and director for GSU's Panther Dining promotional material.

Student-Director of Broadcast Production

Aug 2012 - May 2014

### **Walton High School**

- While attending high school, I participated in the school's school wide broadcast that aired every morning. The broadcast consisted of a full studio and control room with 8 main positions (anchor, camera, floor director, teleprompter, sound, graphics, switcher, and director). My senior year at Walton was spent as the primary student-director of the broadcast

Camera Operator

Jan 2011 - May 2014

### **Mt. Bethel United Methodist Church**

- Weekly 2-hour sessions of operating a broadcast-camera rig for the purpose of distributing Mt. Bethel's live content.
- My introduction to working on live shows with a team, and getting comfortable using video hardware/comms.

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## **Education**

Georgia State University

- Neuroscience (2014 - 2017) | 100 Credit Hours towards BA
- Film & Video (2021 - 2024) | Associates

## **Licenses & Certifications**

Dante Certification – Audinate

- Issued Dec 2022 - Expires Dec 2025 629f-6481-89f4-9185

## **Honors & Awards**

**National Society of Collegiate Scholars (NSCS)** | Jan 2015

- Academic Excellence: GSU Dean's List

**Publication with Contributor's Credits** | Feb 2015

- Georgia State University Department of English and Fountainhead Press

## **Skills**

Broadcasting • Video Production • Video Editing • Technical Direction • Broadcast Engineering • vMix • Switchers • Live Streaming • Signal Flow • UniFi • Network Topology • Dante • Encoding