

Justin Samuel Parsons

Multi-disciplinary engineer & maker — electrical/mechanical engineering, AI systems, game production, photo & video, audio, direction, and performance.

Email: justinparsons_1@hotmail.com

Portfolio: justinparsons.usa-models.com

Location: Available remotely / on-site

Profile

Hands-on engineer and creative technologist with experience spanning schematic design, mechanical build, AI model development, video game production, photography, film direction, audio engineering, and on-camera performance. Comfortable moving between R&D, set, studio, and stage. Looking for contract or full-time roles where technical depth and creative execution overlap.

Core Disciplines

- Engineering — electrical & mechanical design, prototyping, technician work, CAD/CAM, PCB design, machine-shop fabrication.
- AI Systems — model development, applied AI tooling, generative pipelines, Stable Diffusion/ComfyUI, PyTorch/TensorFlow.
- AI Photo & Edit — AI photography, generative capture, editorial retouching, and visual post-production.
- Game Production — video game production, pipeline, studio direction, Unreal Engine, Unity.
- Writing & Direction — screenwriting, narrative direction, and creative direction for film and branded content.
- Performance — modeling, acting, and on-camera work for brand, industrial, and narrative shoots.
- Audio Engineering — recording, mixing, and production in Pro Tools and Logic Pro.

Tools & Methods

Python Experience Needed · C/C++ Experience Novice · MATLAB · SolidWorks - Proficient · Fusion 360 · PCB Design - Novice · CAD/CAM Proficient · Machine Shop Proficient · PyTorch · TensorFlow · ComfyUI · Stable Diffusion · Unreal Engine · Unity · DaVinci Resolve · Premiere Pro · Pro Tools · LogicPro · Photography · Lighting · Set Build

Selected Work

Meridian Rig — Kinetic sculpture, 2024 — mechanical design, fabrication, and installation of a servo-driven robotic arm.

Signal to Noise — AI short film, 2024 — generative visuals, editorial, and direction of a narrative AI-driven short.

Iron Hollow — Game direction, 2023 — studio direction, pipeline, and production of an atmospheric game environment.

Education & Training

Formal and ongoing training in electrical engineering, mechanical engineering, AI/ML, film direction, audio engineering, and performance. Full academic and certification details available on request.

Contact

Email: justinparsons_1@hotmail.com | Portfolio: justinparsons.usa-models.com | References available upon request.