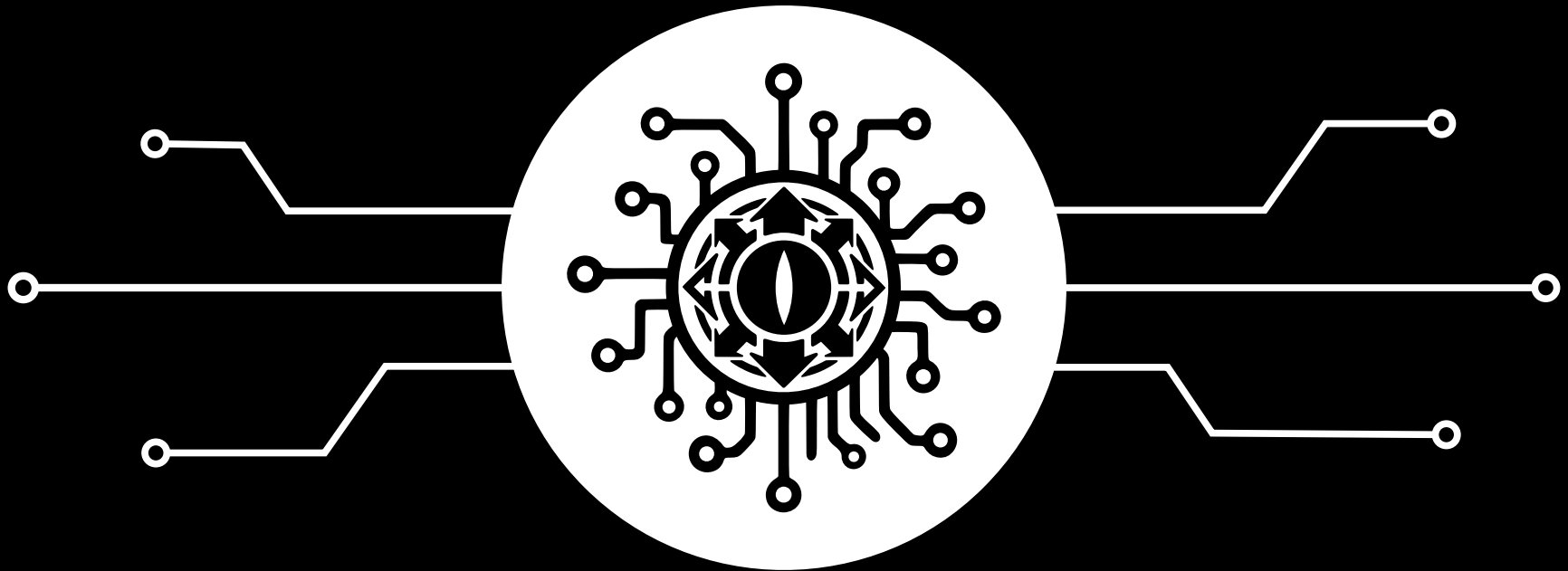


Glen Allan



Creative Systems Designer
Media & Workflow Integrator | Production Technologist



Glen Allan

glenallan.art | glen@glenallan.art | 602.702.3107 | Remote / Hybrid Preferred

Creative Systems Designer | Media & Workflow Integrator | Production Technologist



Core Profile

Multidisciplinary systems designer operating across media, automation, and technical workflows.

Translates complex, unstructured technical and conceptual material into coherent systems, workflows, and communication experiences. Combines visual design, motion, automation, and AI-assisted development to make sophisticated ideas accessible, actionable, and scalable.

Works fluidly across creative and technical domains—integrating tools, restructuring processes, and developing new system-level approaches that enhance clarity, efficiency, and overall capability.

Uses AI as a collaborative thinking and development environment to externalize ideas, refine architectures, and build practical implementations across media and automation contexts.



Capability Domains

Systems Integration & Workflow Design: Designs and aligns cross-domain workflows that unify creative, technical, and operational processes. Translates fragmented tasks into cohesive systems that improve clarity, efficiency, and scalability.

Motion-Based Communication & Visual Systems: Develops motion-driven presentations and media that guide attention, sequence information, and make complex systems immediately understandable. Combines design, animation, and narrative timing to create high-impact communication tools.

Automation & Process Development: Builds automation pipelines using scripting, command-line tools, and platform-native systems to reduce friction, improve consistency, and extend system capabilities.

AI-Assisted Systems & Knowledge Modeling: Designs custom AI environments for structured thinking, internal knowledge modeling, and context-aware interaction. Uses AI to support documentation, workflow design, and both internal and customer-facing system interfaces.



Selected Systems & Projects

Keynote Motion Systems (Presentation + Video Integration): Designed advanced motion-based presentation systems integrating animation, timing, and audiovisual elements to communicate technical concepts with clarity and impact. Work emphasizes attention control, staged information reveal, and perceptual sequencing.

ATEM / Live Video Switching Systems (iPadOS-Native Control): Developed custom live production workflows using Blackmagic Design ATEM systems, Stream Deck, and iPadOS-native control software. Created novel switching architectures and interface strategies for high-efficiency, multi-source video production.

AI Systems Development (Chaos System / GPT-0Q): Designed custom GPT-based systems for structured thinking, recursive knowledge modeling, and context-aware interaction. Includes internal knowledge frameworks and tools for building organization-specific AI interfaces.

Workflow Automation (PDF, AV, and File Systems): Developed integrated automation pipelines using command-line tools and system-level scripting to streamline repetitive media processing and document workflows.



Professional Experience

Information Systems Director | BASSBOSS | Austin, TX

- Led cross-domain system development spanning web infrastructure, media production, product communication, and internal workflow design within a high-performance audio company
- Managed and maintained WordPress and Webflow platforms supporting product, marketing, and technical content delivery
- Developed motion-driven product presentations and technical media used for education, marketing, and sales enablement

- Designed visual systems that translated complex acoustic and engineering concepts into clear, engaging formats
- Produced video content for YouTube and social platforms, integrating motion graphics, technical overlays, and narrative sequencing
- Directed product image pipeline: coordinated with photographers, defined visual standards, and processed all final assets for web and print
- Contributed to social media and community strategy, emphasizing direct engagement and education over traditional marketing approaches

Production Systems Developer | AYS Photography

- Developed a custom Photoshop Actions-based production system that improved output quality beyond existing industry specific software solutions while increasing consistency and throughput across high-volume image processing

- Engineered manual refinement techniques for complex edge correction (including difficult hair detail), achieving high-quality compositing results in a pre-AI workflow environment
- Designed repeatable workflows and trained operators to execute them efficiently at scale

Production Manager | Sensible Minds

- Managed production workflows, vendor coordination, and technical preparation for multi-output media and performance requirements

- Acted as liaison between creative and technical teams to ensure alignment across production stages

Independent Systems Development (AI + Media)

- Developed long-form technical documentation (100+ pages) outlining system architectures, media workflows, and conceptual frameworks
- Designed custom GPT-based tools for structured thinking, documentation development, and system modeling

- Built integrated workflows combining AI, automation tools, and media production systems

Systems Developer (Early Career) | Resort Pro

- Designed and implemented early web systems, database workflows, and internal tools within a rapidly evolving business environment

- Established foundational approach to self-directed learning and system development under real-world constraints

Education & Development

Graphic Design & Print Production Certification (1991)



Ongoing independent study across audiovisual systems, design, and emerging technologies