

DAVID GIBSON

614 North Ave, Charlottesville, VA 22901

434-305-6268

davecgibson@gmail.com | @davegilbson

EDUCATION & TRAINING

MIAS Master of Arts in Moving Image Archive Studies, School of Education & Information Studies, UCLA, 2006

BA Bachelor of Arts in Film Studies, Ohio State University, 1999

2014 "Accessioning And Ingest of Electronic Records" Society of American Archivists DAS Certificate program

2013 "Metadata: Organizing and Discovering Information," Coursera online course

Mechanics of Metadata workshop, Library of Congress

Describing Archives: A Content Standard (DACS) workshop - Library of Congress

2012 Born-Digital Materials: Theory & Practice, University of Virginia, Rare Book School

EMPLOYMENT & PROFESSIONAL EXPERIENCE

Processing Technician, Library of Congress Moving Image Section, 2006-Present

Active stewardship of archival materials including film, video, born digital materials and paperwork, which includes documenting receipt of items, curating born digital content and ensuring items are properly housed for archival storage, extensive use of a wide a variety of databases for cataloging of film, video, and digital media, and accompanying paperwork, including MARC based Voyager database, Microsoft Access and MAVIS database software, work closely with Moving Image section administration and processing team to ensure best practices and develop guidelines for asset stewardship, particularly in regards to cataloging and ingest of born digital moving image assets, developed an application to expedite cataloging of copyright materials, manage metadata for born digital files of oral histories from HistoryMakers project, work closely with video lab staff to ensure that digitized content is successfully ingested into digital archive system and that files are successfully described in database, main point of contact for video game collection, initiate video game preservation projects, member of team working to develop standards and enhancements for new Library of Congress database, engage in

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EMPLOYMENT & PROFESSIONAL EXPERIENCE, CON'T

weekly meetings to discuss improvements to database in relation to processing collections and working with digital assets, work with software developer to successfully map PB Core records for American Archive of Public Broadcasting, shelve film and analog video collections by format in temperature and humidity controlled vaults, perform research and fulfill requests for in house staff and Library of Congress patrons and track movement of material using in house pulls database, MAVIS database and Library of Congress workflow software, supervise, train, and review work performed by volunteers and interns

Web Designer, Bowling Green State University Gish Film Theater, 2004-2006

Created and maintained website for the Gish Film Theater, responsible for ensure compliance with university's online standards, create digital content to serve a diverse audience including University students and general public

Intern, Academy Film Archive, Hollywood, 2004

Created DVD access copies of 8mm and 16mm silent films using telecine and Adobe Premiere software, assisted Public Access Coordinator in gathering information and elements for research and programming requests, cataloged records for film and video collections, assisted in acquisition of Pixelvision video collection

Research Assistant, UCLA Film and Television Archive, 2003-2004

Assisted with research in compiling supplementary materials for Chace Foundation/UCLA sponsored DVD on early sound technologies, worked with primary source archival materials to enhance educational content for DVD project, researched donor information to identify rights and clearances for archival clips

Research Assistant, UCLA Film and Television Archive, 2003-2004

Researched and compiled supplementary materials for Chace Foundation/UCLA sponsored DVD on early sound technologies, worked with primary source archival materials to enhance educational content

Laboratory Assistant, UCLA Film and Television Archive, 2003

Processed and inspected of 35mm and 16mm film collections for storage, identified, re-canned, and re-labeled 16mm and Archive

Intern, UCLA Film and Television Archive, 2003

Assisted in creation of a FileMaker Pro database of previously unidentified short films, handled, inspected and viewed 8mm, 16mm, 35mm safety and nitrate elements

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EMPLOYMENT & PROFESSIONAL EXPERIENCE, CON'T

Volunteer, Raymond Rohauer Collection, Columbus, Ohio, 2002

Inventoried large 35mm film collection, prepared 35mm safety film materials for shipment

Stacks Manager, Ohio Historical Society Archive, Columbus, Ohio, 2000-2002

Managed two staff, oversaw stack maintenance, cataloged serials and newspaper holdings, assisted in inventory of 16mm film and video collections, provided access to microfilm, newspaper and primary source holdings to reading room patrons

PUBLICATIONS

Gibson, David. "E.T. The Extra Terrestrial" National Film Preservation Board Website. Web. 2015.

Gibson, David. "Duke's Legacy: Video Game Source Disc Preservation at the Library of Congress" *The Signal*. Library of Congress National Digital Information Infrastructure and Preservation Program (NDIIPP). Web. 6 Aug. 2014.

Gibson, David with Brian Taves. "'Pac-Man, I Presume?' Or How the Library of Congress Met Video Games" *Animation Journal* 2011: 78-87. Print.

Gibson, David. Rev. of Digital Asset Symposium: Museum of Modern Art, New York City, April 25, 2008. *The Moving Image* Fall 2008: 86. Print.

Gibson, David. Rev. of Coming Attractions: Reading American Movie Trailers, Lisa Kernan. *The Moving Image* Spring 2006: 128. Print.

PRESS

Lindvall, Eric. "Read This: It's a struggle to get video games into the Library Of Congress." *The A.V. Club*. 30 Oct. 2014. Web.

Bernstein, Joseph. "Meet The Men Trying To Immortalize Video Games." *BuzzFeed News*. 27 Oct. 2014. Web.

Narcisse, Evan. "Unreleased Duke Nukem Game Winds Up at Library of Congress." *Kotaku*. 6 Aug. 2014. Web.

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Wawro, Alex. "Library of Congress discovers unreleased Duke Nukem game." Gamasutra. 6 Aug. 2014. Web.

Owens, Trevor. "Yes, The Library of Congress Has Video Games: An Interview with David Gibson." The Signal. The Library of Congress Digital Preservation Blog. 26 Sept. 2012. Web.

CONFERENCE PRESENTATIONS & ATTENDANCES

- Stanford University Capture Lab, July 2015
- Society of American Archivists (SAA), August 2014
- IMLS funded GAME CIP advisory board meeting at Stanford University, July 2014
- Video Game Source Disc Preservation Lightning Talk, Digital Preservation 2014, July 2014
- Organized and presented on panel related to video game archiving and preservation at Association of Moving Image Archivists (AMIA), 2013
- Presented on Library of Congress video game collection at Preserving.exe summit, 2013
- Preserving Virtual Worlds 2 advisory board meeting, 2012
- Speaker on Playing Pong in 2100: How to Preserve Old Video Games panel at the Smithsonian American Art Museum, 2012
- Speaker on Preserving the Digital Game Canon panel at PAX East, 2011
- Northeast Document Conservation Center (NEDCC) Tectonics of Digital Curation Symposium, 2010
- Association of Moving Image Archivists (AMIA) Digital Asset Management Symposium, 2008
- Presented Facing The Future at Association of Moving Image Archivists (AMIA), 2007
- Association of Moving Image Archivists (AMIA), 2002, 2003, 2005

CURRENT MEMBERSHIPS & AFFILIATIONS

- Member of the Society of American Archivists (SAA), 2010-present
- Member of the Association of Moving Image Archivists (AMIA), 2002-present
- Member of the AMIA Education Committee, 2002-present
- Member of the AMIA Access Committee, 2004-present
- Member of the AMIA Cataloging Committee, 2006-present

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SKILLS & ADDITIONAL INFORMATION

- Experience working with FileMaker Pro, Microsoft Word, Microsoft Access, Microsoft Excel, Adobe Dreamweaver, Adobe Photoshop, Adobe Encore, Adobe After Effects, Adobe Premiere, Adobe Illustrator
- Experience in CSS based web design
- Experience working with MARC-based and MAVIS catalog systems
- Working knowledge of MODS, METS, Dublin Core, VRA Core, PB Core, PREMIS and MIC Core metadata standards
- Experience working with MARC XML, MAVIS XML, XML and XSLT
- Experience recording, mixing and mastering audio with digital audio workstations including Logic, Adobe Audition and Pro Tools
- Volunteer disc jockey at University of Virginia community supported radio station WTJU