

Colin Delehanty

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Post-Production Generalist

Experience **Freelance - Photographer, Cinematographer & Production Artist (Sep 2011-Present)**

- Deliver production and post-production work for Magnit Global (contractor at Apple Inc), Obscura Digital, Gensler, MSG, Airbnb, and documentary teams, specializing in time-lapse, motion graphics, and large-format media.
- Manage camera-original media through backup, transcoding, editing, conform support, color correction, QC, rendering, and delivery.
- Partner with producers, colorists, artists, and technical teams to resolve media issues, track revisions, and keep reviews and deliveries moving.

Skills

Industry Knowledge

Photography, Cinematography, Video Editing, Color Correction & Grading, Conforming, Video Transcoding, Data & Render Wrangling, Technical & Visual QC, Master Delivery

Tools & Technologies

DaVinci Resolve, Baselight, Premiere Pro, After Effects, Media Encoder, Final Cut Pro, Nuke, FFmpeg, Deadline, Frame.io, Photoshop, Capture One, macOS, Excel

Selected Projects **MGM Cotai: Windows of the World - Production Artist (May 2017-Sep 2019)**

Contracted by Obscura Digital for post-production on Windows of the World, a 26-module content program spanning 25 LED displays for The Spectacle at MGM Cotai.

- Built asset-tracking workflows and set up colorist workstations with LED reference.
- Prepared clean AE timelines with RAW media for ACES grading and Rec. 709 delivery.
- Updated artist-built AE timelines with revised edits and color-graded media.
- Led QC, diagnosed media and render issues, presented tests, and implemented fixes.
- Oversaw rendering and delivery of 260 minutes of content and archived 26 TB of project data.

Sphere - Photographer & Associate Composer (Jul 2019-Sep 2019)

Contracted through Obscura Digital to capture HDRI assets for MSG Sphere content-development tests. Supported a 16K final composite by performing visual QC and documenting stitching errors.

88 Kearny: Fog City - Photographer (Sep 2019-Jan 2021)

Created Bay Area time-lapses for Gensler's large-scale digital gallery in downtown San Francisco.

- Planned shoots at six locations using weather data, reference imagery, site visits, and VR tests.
- Captured 27 sequences and delivered six two-minute time-lapses on schedule.

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Post-Production Generalist | Color & Finishing Support

Selected Projects

Apple Launch Campaigns – Contract Photographer

(Sep 2014-Sep 2015)

Captured time-lapse sequences on pre-release iPhone and iPad hardware for multiple product launches; three were selected for product announcements, digital media, and in-store demos.

Art on The Mart - Practical FX Director

(Sep 2018)

Directed a three-day practical FX shoot for Obscura Digital, overseeing cinematography, lighting, rigging, and video signal monitoring for the inaugural projection show.

Project Yosemite - Co-Founder & Photographer

(Sep 2011-Feb 2014)

Co-created two films from location planning and remote capture through post-production, filming 100+ time-lapses across 200+ backcountry miles and 45 filming days. Used motion control, bulb ramping, and high-frame-rate capture; the films reached 10M+ views and received coverage from National Geographic and the San Francisco Chronicle.

Additional Experience

Hughson & Merton - Manufacturer's Representative, Part-Time

(Jan 2025-Present)

Manage order fulfillment, claims, returns, customer support, lead generation, account calls, and in-store merchandising for represented brands including Estwing, Kidde, and General Tools.

Volunteering

SF CASA - Court Appointed Special Advocate

(2016-2020)

Advocated for a foster youth through regular meetings, service-team coordination, court reports, and hearing participation.

Education

Santa Clara University

(2005-2009)

Bachelor of Science in Business Marketing