

Profile

- Filmmaker with over a decade of professional experience in film production and VFX, adept at managing high-volume desks and coordinating complex projects under deadline pressure.
- Graduated from Chapman University with a B.F.A. in Cinematography and a Minor in Virtual and Augmented Reality. Recognized for contributions to many thesis projects and admired for technical proficiency in filmmaking.
- Proficient in various software and hardware tools, including Adobe Creative Suite, Avid Media Composer, Unity, and Unreal Engine. Skilled in camera systems, lighting design interfaces, and DMX control.
- Excellent organizational and communication skills, experienced in handling extensive travel arrangements, expense reports, and calendar management.
- Committed to fostering a creative and organized environment, ensuring efficient project delivery and team collaboration.

Films

- **Director, Editor, Colorist** - If I Were To Run Away (2020) ([LINK](#))
- **Cinematographer, Colorist** - Forgive Me Father (2021) ([LINK](#))
- **Cinematographer, Colorist** - Animal Behavior (2022) ([LINK](#))
- **Cinematographer, Colorist, VFX** - Storm Clouds (2023) ([LINK](#))
- **Director, Cinematographer, Editor, VFX** - House Flipper (2024) ([LINK](#))

Experience

FOUNDER / DIRECTOR / PRODUCER, ONE EYED KING FILMS

December 2020 - Present, Los Angeles, CA

- Founded One Eyed King Films, establishing it as a self-sufficient, full-service production company with a strong portfolio.
- Directed, edited, and shot over 25 successful projects, enhancing the company's portfolio.
- Produced projects, developing 75+ pitch decks, storyboards, budgets, and schedules, ensuring on-time delivery and budget adherence.
- Liaised with clients, vendors, and key personnel to draft contracts, gather materials, and manage payment schedules, ensuring compliance with contractual terms.
- Led the design and branding efforts, creating the company website, logo, and over 50 social media posts, resulting in increased online engagement. Leading to fast growth and credibility.

VFX SUPERVISOR / MOTION GRAPHICS ARTIST , STEPT STUDIOS

August 2020 - December 2023, Los Angeles, CA

- Provided compositing expertise for high-profile campaigns, adapting design language to fit project requirements and ensuring alignment with company branding.
- Supervised on-set and post-production VFX, ensuring seamless integration of visual effects and managing digital submissions to and from vendors.

- Managed and tracked digital submissions during post-production, maintaining organized project files and documentation for efficient workflow and collaboration.

MOTION GRAPHICS / VISUAL EFFECTS ARTIST, ANCIENT ORDER OF THE WOODEN SKULL

September 2023 - January 2024, Los Angeles, CA

- Coordinated advanced compositing and visual effects for stop-motion projects, enhancing visual storytelling.
- Delivered 2023's Happy Honda Days campaign, integrating graphics, visual effects, and wire removal, improving the visual quality of the campaign.
- Maintained organized project files and documentation for efficient workflow and collaboration with the production team.

SENIOR MOTION GRAPHICS ARTIST, DATANIMBUS

May 2023 - May 2024, Los Angeles, CA

- Successfully translated complex data insights into visually appealing and easy-to-understand motion graphics, enhancing the impact of data presentations and reports.
- Managed and maintained the graphics database, ensuring organized project files and documentation for efficient workflow.
- Coordinated between different departments to ensure seamless project integration and delivery.

DIRECTOR/ EDITOR / VISUAL EFFECTS ARTIST, SILIENCE FILMS

September 2019 - August 2021, Los Angeles, CA

- Contracted to direct several music videos for Silience Films in collaboration with OEK Films.
- Edited and created VFX for music videos and commercial content for brands like AMIRI and Ryder.

FREELANCE CINEMATOGRAPHY / EDITING / DIRECTING

September 2018 - Present, Los Angeles, CA

- Shot, directed, and edited over 100 music videos, commercials, and short films, leading to a diverse body of work and client satisfaction.
- Assisted in writing, scheduling, storyboarding, visual effects supervision, and camera operation for various projects, known for solving problems regardless of official title.

Skills

- **Design/VFX/Compositing:** Adobe Photoshop, After Effects, Illustrator
- **Editing:** Avid Media Composer, Davinci Resolve, Premiere Pro, Final Cut Pro
- **3D Software:** Unity, Unreal Engine, Blender, Spark AR, Snap Lens Studio
- **Programming Languages:** Java, C++, C#, Python, Visual Basic, SQL

Education

CHAPMAN UNIVERSITY [AUG 2018 - MAY 2022]

[3.8 GPA]

B.F.A. Film Production (Cinematography Emphasis)

Minor in VR and AR

Relevant Courses Completed:

Visual Effects Compositing
Audio Engineering
Stage Craft Construction
Production Management
VR/AR Workshop

Storyboarding and Concept Art
Spatial Audio Design
Set Decoration
Virtual Production Stage Production
Coloring and Finishing