

I am an efficient and accurate video editor, shortform content creator and producer, with particular interests in 3D animation and film. I have expertise in videography, photography and CGI animation and a thorough understanding of multiplatform content strategy. I have a track record in delivering engaging content and outcomes for audiences across a broad range of platforms. As a collaborative and supportive colleague, I bring my skills in finding creative solutions and lateral thinking to any team.

CAREER HIGHLIGHTS

Video Editor - Researcher Jul 2021 - Mar 2024

BBC Arts Digital.

- My role consisted of creating short videos, optimising assets for social media, writing copy, publishing, and scheduling social posts.
- Conceived, developed, and created original shortform videos for Facebook, Instagram, X, YouTube and TikTok to promote BBC Arts programmes using the Adobe Suite.
- Regularly reached millions of viewers per video. Since joining the Arts Digital team, the Facebook had follower growth of over 200k, and Instagram over 12k.
- Created animated shortform videos to support audio programmes and bespoke motion graphics to elevate videos with After Effects.
- Cleared music and stock footage for use in shortform.
- Developed and managed relationships with in-house production teams, BBC Commissioners, and indies.
- Worked with BBC systems such as iBroadcast and CastAway to publish videos and create iPlayer pages, as well as iSite, and Baseplate to create web articles and pages.
- Wrote accurate and appropriate shortform copy for social platforms and webpages and longform articles for the BBC Arts website.
- Mentored production apprentices and helped them develop as part of our team.

Video Editor Oct 2020 - Jun 2021

Twig Education.

- Worked from a script to edit dynamic and engaging short-form educational videos for young audiences.
- Created bespoke original assets, motion graphics, and animated sequences to illustrate difficult concepts.
- Worked closely with producers, execs, and contributors.
- Worked extensively with stock footage and stock images as well as with bespoke contributor footage.

CG Generalist - *Helen's Little School* Jun - Aug 2017

Superprod Animation.

- Debugging animation scenes before final render.
- Creation of test renders.
- Edited animation previews for producers and executives.

Assistant to Technical Director - *Pat the Dog* Apr - Aug 2016

Superprod Animation.

- Quality control of animation scenes before they were sent off to third party for final render.
- Worked closely with the technical director to solve pipeline issues.
- Worked with a variety of departments to debug scenes.
- Prop and background modelling.
- Worked with external contributors.

EDUCATION

- 2016 - 2020 ● **MA in Film and Visual Culture - 1st Class.**
University of Aberdeen, Aberdeen, Scotland.
- Dissertation on the landscapes of Folk Horror cinema.
 - Semester abroad at Hong Kong University in 2018.
- 2012 - 2015 ● **Bachelor of 3D Computer Graphics**
Bellecour Ecole, Lyon, France.
- Directed short film [Print Your Guy](#) (Selected for over 13 festivals).

TRAINING

- Apr 2024 ● **Drama Editing with Richard Cox**
Learned to work with Avid Media Composer to edit high-end drama scenes using original footage, scripts, and shoot notes. Developed skills in crafting performance-led narratives by utilizing core elements of story, rhythm, and pacing.
- Jan 2024 ● **Script Editing & Development with John Yorke**
An exploration of story structure, narrative techniques and how to apply them. Hands-on experience of coming up with ideas, writing, pitching and script editing for the small screen.
- Mar 2023 ● **Sony FX6 Training**
Developing further understanding of the features and interface of the Sony FX6 video camera and hands-on practical experience on location.

SOFTWARE

Premiere Pro	████████████████████
Photoshop	████████████████████
After Effects	████████████████████
3ds Max	████████████████████
Maya	████████████████████
InDesign	██████████████████
Media Composer	██████████████████
Davinci Resolve	██████████████████
Cinema 4D	██████████████████
Blender	██████████████████





PROGRAMMING

Python	██████████████████
Ruby	██████████████████

LANGUAGES

French	Native
Dutch	Native
English	Fluent
German	Intermediate

PERSONAL INTERESTS

- | | |
|---|---|
|  Photography
(Digital and Analog) |  Hiking |
|  Cinema and filmmaking |  Cycling |

References available upon request.

This CV may be kept on file and distributed for employment purposes.