

Michelle Dimopoulos

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Education

2000-2003	University of Essex	BA Film & Literature Degree (Joint Hons)	2:2
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Employment

Freelance Video Editor

10/2014-Present

Currently working as a freelance Video Editor, my projects vary from contract to contract and from studio to production house. However to give you a taster, most recently I have been working in the Games industry across both trailers and cutscenes for titles such as Blocklords, The Quarry, Magic: The Gathering, and Destiny 2. Editing animatics, previs, mocap, face and body performances, and layout sequences, while also building trailers or 'how to' videos from captured gameplay and cinematics.

Video Editor

10/2013-09/2014 – Supermassive Games

I worked for Supermassive Games in Guildford on the Playstation 4 game, **Until Dawn**. My role was based in the cinematic team, editing cutscenes from face and body mocap performances, working with the art director to storyboard and plan the camera angles, movement and pacing of each scene and also I would prepare and order the mocap data for implementation into the game.

Video Editor

07/2012-10/2013 – Kream London

Kream London is part of the Karmarama group. For this advertising agency I worked mainly as an offline editor on TVC's, online content, Films for corporate events, branded content, charities and Mood/Pitches. I was also required for some onlining & preparing TVC's for play-out to broadcast standard. The Editing software used was FCP 7 and converting and transcoding in Quicktime pro, Episode and Mpeg Streamclip for a range of delivery specs. I worked across a broad range of businesses and brands such as Honda, eHarmony, B&Q, Nintendo, Age UK and Fairtrade.

Junior Smoke Operator/Offline Editor

07/2011-05/2012 – The Jungle Group

Working for this broadcast post production house as a Junior Smoke Operator/Offline Editor My main responsibilities were, offline editing promos, conforming promos for online and exporting for broadcast standards & delivery. I also received training in smoke assist work, such as keying, rotoscoping and grading.

Video Editor/Producer

06/2009-07/2011 – Jagex Games Studio

For this Editor/Producer role I was based in Cambridge in one of the top UK games studios. I created new and exciting trailers for the MMORPG Runescape, focusing on newly released and up and coming content, whilst also working on trailers for their mini web games at Funorb.com, new releases on the iPhone and any future games that were in production.

My work here was fairly autonomous, I project managed my own schedule and considered myself proactive in getting everything achieved to the deadline at the highest possible standard. I met with game directors, developers, and graphics artists to discuss ideas and direction of each trailer, but would then have the responsibility to film, coordinate the shoot, edit the footage and produce the final trailer for the release of the product.

I worked closely with the web content team, as my trailer releases were loaded onto our main game page. I also worked closely with the audio team, who created bespoke music & sound effects for each project. I worked using Adobe Premiere Pro, After Effects, Photoshop, Camtasia, Fraps and also worked with an in-house custom designed in-game camera system.

Video Editor (Freelance)

03/2009-04/2009 – BBC Worldwide

Working for BBC Worldwide, I was cutting from original programming a highlights/teaser promo for each show and exporting the content to be used on their Youtube website page for comedy programmes.

Video Editor (Freelance)

01/2009-02/2009 – Queensbury Media

I worked on a feature length programme for the 2008 Cliff Diving Championships held in Caveragno, Vallemaggia, Switzerland. This show was shot on XDCAM, using both FCP and Adobe Premiere Pro suites. I was also re-versioning some boxing, cage rage and wrestling shows, including promos and highlights reels.

Editor/Production Manager (Freelance)

10/2008-01/2008 – London Games Fringe Festival

Working for the London Games Fringe Festival as an editor/Production Manager my key responsibilities were, organising crews, events, budgets, liaising with directors of the festival and also editing the coverage of the whole week of events to be uploaded to the website.

Offline Editor (Freelance)

07/2008-09/2008 – Gunforhire Studios

At Gunforhire Studios I worked closely with the director on a 6 part documentary series (6 x 30 min) about the California Superbike School UK, to be broadcast on Motors TV

Senior Video Editor (Freelance)

07/2007-02/2008 – Extreme Sports Channel

I have worked at the Extreme Sports Channel as a Senior editor on a 2-hour daily programme, Ex-Tube. This was a magazine type show which had 3 presenters and would feature highlights and cut-downs of other content on the Extreme Sports channel. in order to engage the audience with a wide spectrum of different sports in a condensed format. Ex-Tube was aired Monday to Friday in 3 different countries, England, France and Poland, in three languages (when provided) all to broadcast and OfCOM standards.

I was brought into the company to set this project up from the beginning, which included installing 2 FCP edit suites. I managed the department, with an editor working for me and would regularly meet with the producer to discuss developments and ideas to continue improving the show. I planned and controlled the workflow, delivery, archive and general running of the edit suites.

Video Editor (Freelance)

11/2007-01/2008 – Chellozone

I have previously edited a 13 episode series of 'Make-Up Makeover'. Season 2. Each episode was around 6 mins and would show you how to achieve different styles and looks. Sponsored by Rimmel this series was created for Club TV and DVD release in Polish and English.

Video Editor

09/2006-06/2007 – Chartshow TV

Chartshow TV broadcast 10 Channels, consisting of 6 music channels, 2 movie channels and 2 children's channels. Main duties included editing music promos, film trailers, animation, competitions, creating graphics, recording voice overs, both in the sound booth and through ISDN, and processing the audio in Wave-lab.

Trainee Editor/Editor

06/2005-08/2006 – The Creation Company

Wanting to work in the industry as an editor i joined the creation company as a trainee and worked my way up to becoming one of their editors. I worked across the Thompson/Tui account delivering worldwide travel videos, highlighting their accommodation, the towns, cities and surrounding areas and activities available in each destination. I also occasionally travelled with the filming crew as a production assistant.

Post production co-ordinator

03/2004-06/2005 – Big Red Pixel UK Ltd

Working for this visual effects companies uk office as a post production co-ordinator I worked on a film directed by Tony Giglio - 'Chaos' starring Jason Statham, Ryan Phillippe and Wesley Snipes. My role was to co-ordinate the footage/shots/freelance team for delivery of this project.

Skills

- Adobe Premiere Pro
- Avid
- Da Vinci Resolve
- After Effects (Basic)
- Photoshop (Basic)
- Camtasia/Fraps
- Working with Face/Body Mocap
- Sorenson Squeeze/Episode
- Mac & PC Literate
- Microsoft Office
- Project management
- Good communication skills

References

Louise McGregor (Head of Editorial)
Axis Studios
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Ed Salkeld (Freelance Director)
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