

Christian Negus

Freelance

VIDEO EDITOR & ANIMATOR



RESUME

ABOUT

A multi-skilled, hardworking and highly self-motivated individual with a wealth of skills and knowledge of film production gained through a BA (Hons).

Has a proven track record within several different film facets including CINEMATOGRAPHY, VIDEO EDITING, 3D ANIMATION, C G LIGHTING, COMPOSITING and SOUND MIXING . Displays excellent I.T. proficiency within ADOBE PREMIERE, PHOTOSHOP, FINAL CUT, ADOBE AFTER EFFECTS, ADOBE AUDITION, AUTODESK 3DS MAX, AUTODESK MAYA, AUTODESK MOTIONBUILDER, ICLONE, DAZ STUDIO and ELEMENT 3D.

Possesses the time management and organization required to produce tasks on time and to a high-quality standard. Works well on own initiative, with a high level of self-responsibility and plays an instrumental role in a successful and productive team. Utilizes communicative and language abilities to build, develop and maintain beneficial relationships at all levels. Thrives in challenging working environments.

PORTFOLIO

<https://ccnegus.myportfolio.com/>



CONTACT

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ADDRESS

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Slough (UK)

WEBSITE

<https://www.ccnegus.com/>

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VIDEO EDITOR & ANIMATOR



EDUCATION/QUALIFICATION

BA (Hons) Digital Film Production
(University Of Sussex)

FDEG Digital Film Production
(University Of Sussex)

MODULES

Final Honours Project :- 3D protocols
(Dynamics, Simulating, Animating,
lighting and Rendering),
Cultural and Contextual
Studies, Research Project,
Dissertation, Team Project,

Film Editing, Photography,
Visual narratives, Screen Craft,
Graphic Designing, Drama Development,
Drama Production,
Documentary reconstruction,
Experimental Film,
Contemporary Visual Practice.

SOFTWARES

ADOBE CC

(after effects, Premiere pro, Illustrator, Photoshop, Audition, Fuse,
C4D, Element 3D)

AUTODEST PRODUCTION SUITE

(Maya, 3Ds Max, Motionbuilder)

REALLUSION

iClone

DAZ 3D

EPIC GAMES

Unreal Engine

EXPERTSE

Visual Narrative

Video Editing / Compositing / Graphic Designing

Rigging / Animating / Simulating

Cinematography / CG Lighting / Rendering (Arnold, Mental Ray)

Videography

WORK EXPERIENCE

Freelance video editor and animator (CCNegus production)2014 to date.

Working from my home studio through the freelance directories
as a Video Editor and Animator.

SOCIAL





does not have to have any res

TIME

have momentum $v = c$

