

Charles R Pearce

Creative Media Designer: Graphics | Production | Post

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Portfolio: <http://crpearce.net>
Austin, Texas

Indiana University Bloomington, 2010
Video Design & Production and Digital Art

Profile

A self-motivated professional comfortable in team-based collaborative and feedback driven environments placing the highest emphasis on storytelling, client/creative objectives, branding requirements, and audience needs. With seven years of experiences in video editing, graphic design, experimental art, and small-team leadership.

Keen eye for creative design that activates viewers through superior production and post production media development.

Complete comfort with high-stakes/high-profile clients, while managing responsibilities and deadlines from producers, management, and agency directors.

Champions branding/marketing needs by marrying keyword emphasis with thoughtful subject matter in writing styles and formats that elevate content purpose and intent.

Superior team-based collaboration, driven by goal-setting, and daily benchmarks innovation, and results. A high regard for team ownership of process and production through encouragement and positive feedback.

Deep fluency with technical production equipment, software, and Austin local creative agencies/talent in service of excellence.

Proficiencies

Design Expertise in visual composition, typography, color theory, narrative rhythm, cultural context, and audience expectations. Design thinking training, and collaboration best practices.

Production Strong technical skills across a wide range of Canon, Nikon, Lumix, Panasonic, RED, and GoPro cameras with a detail oriented understanding and passionate regard for the tools and process of media/content production in the field or studio.

Leadership Formal communication and public speaking skills. Small scale team leadership expertise, collaborative problem solving, and familiarity with interdepartmental liaisons. Always nurturing of team-member self-improvement and shared respect.

Software Mastery of the Adobe Creative Cloud software (specifically Premiere, Photoshop, After Effects, and Illustrator), Microsoft Office, GSuite, iWork, MacOS. Reliable familiarity with DaVinci Resolve, Mocha Tracking, Cinema 4D, Autopano Video/Giga, Final Cut X, Logic, and Windows OS.

Career

Left Turn Only TV || Austin (2015 - current)

Art Director

Co-Management and small team leadership for creative video production and brand application. Frequently interfacing with clients, creative directors, and producers regarding design and strategy for media content within advertising/branding campaigns.

SXSW || Austin (2014 - current)

Senior Contract Editor

Rapid, on-location editorial for the SXSW online and live stream content. Collaborative planning for overall "look and feel" of the online festival content as it unfolds, and supporting technical troubleshooting and ecosystem integrity during one of Austin's largest coordinated media events.

Megalomedia || Austin (2014 - 2015)

Graphics Editor

Single season television credit for producing GFX assets on *Shipping Wars*, and *My 600-lb Life*. High stakes post-production reality television, demanding integration into long-standing best practices within a complex software environment with many parallel content goals, and interfacing with many levels of production management.

Colortek / Marvel Comics || Chicago (2011 - 2014)

Digital Retoucher

Graphic design and digital mastering and retouching of vintage Marvel comics for tablet delivery. A loving and reverent commitment to accurate portrayals of pop culture titans, while embracing a fresh presentation within a brand new digital platform.

Motion Video Inc || Chicago (2011 - 2014)

Production Assistant / Junior Editor

Apprenticeship for commercial, convention, and corporate video. Full pipeline responsibilities from pre-pro through post and delivery. Comprehensive on-the-job training and mentorship. Zero tolerance for error.

Apple || Chicago (2010 - 2011)

Creative

Retail environment software tutor at a high profile Apple Store in Chicago's Lincoln Park neighborhood, with an emphasis in communication skills for instruction in Final Cut Pro 7, Apple Color, Soundtrack Pro, Logic 8, Compressor, DVD Studio Pro and Aperture. Approximately 8 hours of tutoring per shift.

Adult Swim Online || Atlanta (2009 - 2009)

Production Intern

Summer Intern inside an exciting collaborative work environment responsible for content upload and copy, data entry, Flash game QA, and general runner. Wrote Bumps for the Bump Team. 2 scripts aired on Adult Swim.

GameZombie.tv || Bloomington (2008 - 2010)

Production Management Intern

Student run team of 20+ volunteer editors delivering 2 weekly original videos on the subject of video games, comedy, reviews, and critique. Cross managed multiple projects across 10+ streaming platforms. Earned 2 separate "Viewer's Choice" Webby Awards.