

I am an experienced longform editor with a background in shortform editing, content creating and assistant producing. I am trained in animation and story development and have expertise in videography and photography. I have a strong track record of 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

Editor Oct 2024 - Mar 2025	<i>The Entertainment Mix - BBC Scotland Digital</i> <ul style="list-style-type: none">Using Premiere Pro I assembled 16x30 minute programmes towards weekly TXGraded log footage, sound mixed and delivered for technical review and TV broadcast.Created text and graphics using After Effects.Provided editorial input and selected narratives and story from raw footage.Implemented commissioner and executive feedback
Editor Jul 2024	<i>The Entertainment Mix, Pilot - BBC Scotland Digital</i> <ul style="list-style-type: none">Assistant produced, edited and delivered a 30 minute culture programme pilot.The programme was commissioned for a first series based on this edit
Editor - Researcher Oct 2021 - Mar 2024	BBC Arts Digital. <ul style="list-style-type: none">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 social media 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.Developed and managed relationships with in-house production teams, BBC Commissioners, and indies.Mentored production apprentices and helped them develop as part of our team.
Editor Oct 2020 - Jun 2021	Twig Education. <ul style="list-style-type: none">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 / Editor Jun - Aug 2017	<i>Helen's Little School - Superprod Animation.</i> <ul style="list-style-type: none">Debugging animation scenes before final render.Creation of test renders.Edited animation previews for producers and executives.
Assistant to Technical Director Apr - Aug 2016	<i>Pat the Dog - Superprod Animation.</i> <ul style="list-style-type: none">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	<div></div>
Photoshop	<div></div>
After Effects	<div></div>
3ds Max	<div></div>
Maya	<div></div>
InDesign	<div></div>
Media Composer	<div></div>
Davinci Resolve	<div></div>
Cinema 4D	<div></div>
Blender	<div></div>


PROGRAMMING

Python	<div></div>
Ruby	<div></div>


LANGUAGES

French	Native
Dutch	Native
English	Fluent
German	Intermediate

PERSONAL INTERESTS


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Photography
(Digital and Analog)



Hiking
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Cinema



Cycling

References available upon request.
This CV may be kept on file and distributed for employment purposes.