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Cameron Reed

Post Production Specialist | Assistant Editor | Edit Assistant

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About Me

I'm a driven, organised and conscientious individual with a passion for aiding storytelling across multiple genres and formats, primarily factual and natural history for broadcast, in facility and studio-based roles.

Software

Premiere Pro, AVID Media Composer, NEXIS Client Manager, DaVinci Resolve, Media Encoder, Lightroom, After Effects, EasyFind, StorageDNA, macOS, Windows, MediaInfo, VidChecker, REDCineX, Sequence Clip Reporter, ShotPut Pro, Disk Catalog Maker, Frame.io, JumpDesk, Teradici

Education

BA (Hons) Film and Media - Bath Spa University (2:1)	2017-2020
Postgraduate Certificate (PGCert) Film & Television – University of Bristol (Pass)	2021-2022
NFTS Academy (fka. BFI Craft Skills Residential) – National Film and Television School	2017
Mentorship Recipient - British Academy of Film and Television Arts	2017

Certifications/Memberships

Member - Creative UK	2020-pres
Member - Bristol Editors Network	2022-pres
Member - Guild of Television Camera Professionals	2020-pres
Member - Centre for Cultural and Creative Industries	2017-pres
Visiting Alumnus - NFTS Academy at the National Film and Television School	2018-pres
Industry Mentor - Bristol Film School at Boomsatsuma	2023-pres
First Aid in the Office and Studio - Lazarus Training	2023

Recent Experience

Edit Assistant – *Aneeshwar and Lizzie Go Wild* - BBC Studios July 24 - pres

Leading post-production on the latest 'Go Wild' series

- Working across 40x5 episodes
- Designing and implementing workflows
- Supporting two offline editors concurrently
- Managing all rushes and archive media for project
- Across all aspects of post workflow, including offline and deliverables
- Utilising existing knowledge of internal BBC databases and archive processes

Editor (Pre-Edit) – *Andy's Adventures* - BBC Studios Oct 24

Pre-edited 2x15 animatics for the latest Andy's series

- Laid down scratch comm and music for upcoming animatic edits
- Utilised existing knowledge of the format and quickly delivered two edits
- Completed additional project set-up and ingest prep for other animatic edits

Edit Assistant – *Deadly 60 S5* - BBC Studios June 24

Provided short-term EA cover on NHU Children's production

- Working across 2x30 episodes, both with varying themes
- Providing edit support to offline editors and production team
- Sourcing master archive material and processing for offline edits
- Managing media on both local and network-based storage solutions

Freelance Editor – The Social Shepherd Ltd Feb 24 - June 24

Designed and edited deliverables for two high-end campaigns

- Reported directly to Creative and Marketing Directors
- Designed and maintained native Premiere-After Effects Workflow
- Working with multiple in-house stakeholders in delivering premium content
- Grew understanding of digital space and best practices for producing short-form

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Post Production Operator – Aardman Animations Sept 23 – Jan 24

Technical Operator in Oscar-winning studio's Mastering team

- Localised IP for different markets
- Created and delivered deliverables to broadcasters and third parties
- Further developed knowledge of mastering and broadcast file standards
- Helped implement internal bookings system to help better manage workloads
- Conducted QC and AQC sessions, ensuring broadcast standards were followed

Assistant Editor – Andy's Global Adventures S02 - BBC Studios Jan 23 – Sept 23

AE/EA on a 15x13 BAFTA-nominated children's brand

- Managed and processed all media
- Completed all initial pre-edit cuts and fine cuts
- Worked on a varied, specially shot, archive, VFX workflow
- Point of contact for post-related technical questions in the team
- Managed and mentored an apprentice specialising in post-production
- Sourced, processed and managed all archive media, from a variety of sources

Editor – BBC Earth AVOD - BBC Studios Jul 2022-Jan 23

Cutting and assisting in workflow management of films for BBC Earth

- Personally cut 5x8 films for the NHU's commercial channel
- Native workflow, including offline edit, grade and delivery to internal stakeholders
- Provided technical insight and advice to other edits, cutting in Premiere Pro and Resolve

Editor – Frozen Planet II Online Cutdowns - BBC Studios Jul 2022

Re-cutting finished programmes and producing deliverables for landmark

- Re-cutting finished masters, creating smaller sequences for online
- Successfully versioned films for Meta, TikTok and other online platforms

Edit Assistant – BBC Earth Experience - BBC Studios Feb 22-Jan 23

EA on an immersive experience project

- Assembled and cut sub-sequences for the experience
- Cut a 1-minute film to be shown as part of the experience
- Advised on workflow, ensuring Studios' technical standards are followed
- Worked with multiple non-linear editing platforms and over 20 shooting formats
- Developed insight into the NHU's large repository of archive material and rushes

Edit and Media Support Operator - Evolutions Post Production May 21-Feb 22

Technical Operator working across multiple offline workflows

- Grew knowledge of AVID Media Composer
- Troubleshoot problems with remote and physical edits
- Ensured solutions to problems were thorough and efficient
- Trained junior members of staff as part of the department's skills strategy
- Worked across multiple genres, primarily factual entertainment and natural history
- Archived programme rushes and created programme deliverables for LTO archives

References and earlier experience are available on request.