

Daniel Bird | Video Editor + Capture Artist

dnlbird4@gmail.com | (+44) 07918 864445 | Bedford, United Kingdom

Professional summary

London-based video editor with 5 years of experience in multiple NLE suites including Premiere, After Effects and Resolve, with deeper knowledge of specialist FX packages and 3D suites for performing bespoke 3D compositing, motion graphics, animation and audio mixing processes, specialising in trailers and marketing content for games and entertainment. Accompanying skillset in virtual camera operation, with experience shooting within game engines such as Unreal, RedEngine and various proprietaries, complemented with real-life studio camera operation skills and videography/filmmaking experience, directing actors and subjects, storyboarding narrative sequences and composing shots for cinematic and photographic projects. Practised in offline and online production workflows, colour correction, video encoding/conversions, music/audio mixing and asset management, with relevant knowledge and experience applicable from conception through to delivery, successfully implemented in a wide variety of filmmaking endeavours, including game trailers, music videos, marketing materials, social posts and short films. A versatile filmmaker with enthusiasm, awareness and desire to grow, with supplementary specialisms in narrative theory, real-time game asset creation and digital illustration, with a robust design degree and background, with the ability to respond promptly and accurately to feedback. A tech-savvy person who loves to find piercing solutions to interesting problems, with a finger on the pulse of current trends, messaging and pop culture, especially regarding the creative media and entertainment industries, who consistently seeks out avenues to hone my craft and brings an energy to contribute and improve every day.

Skill profile

Editing/Capture

- Operating virtual and live cameras for photo and video
- Shot composition, camera movements, framing and sequencing
- Video editing, compositing and VFX
- Photography and post processing
- Storyboarding, directing and managing multimedia

3D

- 3D modelling and sculpting for characters, props and architecture/environments
- Ability in industry standard retopology, texturing and rigging workflows
- Architectural design and visualisation for 3D CAD/traditional models and 2D technical drawings
- Experience with render engines, light simulations and fluid simulations.

Supplementary skills

- Concept design and digital illustration
- Studied understanding of narrative design and theory, applying of storytelling concepts in various mediums, and high English literary ability
- Strong ability with computing systems and languages

Software

- | | | | |
|-------------------|---------------------|-------------|---------------------|
| • After Effects | • Unreal Engine 5 | • Lightroom | • ReShade |
| • Premiere Pro | • Unreal Sequencer | • InDesign | • OBS |
| • DaVinci Resolve | • Zbrush | • Maya | • Sketchup |
| • Vegas Pro | • Substance Painter | • Revit | • SolidWorks |
| • Blender | • Photoshop | • AutoCAD | • Clip Studio Paint |

Links

LinkedIn

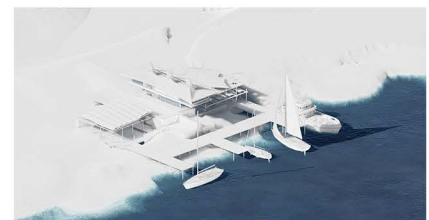
<https://www.linkedin.com/in/daniel-bird-a6bb13192/>



Site + Showreel
<https://birduu.github.io/>



Virtual Photography
<https://www.picashot.co/hangaku>



Artstation
https://www.artstation.com/daniel_bird

Work experience

Production Runner | EpicTech Media | Current

- Rigging and de-rigging cameras, studio equipment and sets for small and large scale live-streamed events with specific shots and production goals in mind.
- Understanding the nature and use cases for all pieces of studio equipment, and organising and cataloguing equipment on-site and in warehouses for prep and de-prep.
- Operating and maintaining cameras, production racks and mixers in live-recording sessions with creative intention.
- Liaising with event organisers, hosts and other tradespeople to respond to their needs and ensure we can all accomodate our goals for the shoot.
- Maintaining a high standard when it comes to adhering to safety code, client rapport, production output and customer satisfaction.
- Recording, noting and editing VOD footage for clients.

Video Editor | Freelance | Current

- Editing video content using a variety of NLE suites and packages for various industries including gaming, leisure, marketing and retail.
- Maintaining, documenting and processing footage such that they are compatible with editing suites and for online transfer, and keeping an organised file management system for B-roll and other assets.
- Utilising various capture methods depending within game engines to create visuals based on my clients needs, and operating additional content creation programs to create outputs to meet client needs.
- Notably worked with The Convergence Team to help produce video content for the Elden Ring 'Convergence' Mod, showcasing added classes, abilities, enemies and locations.
- Responded to clients briefs promptly and with intention, processed payments smoothly, and communicated well in regards to timescales consistently meeting my deadlines.

Contract Videographer and Video Editor | Towers Health & Racquets | Jan 2025 - June 2025

- Liaising with the marketing director to plan and arrange shooting locations, props and actors for live video shoots of various subjects.
- Creating and storyboarding narrative sequences to portray desired messages in company advertisements.
- Maintaining a consistently high standard and promptly responding to feedback and design criticism to meet varying briefs each week.

Architectural Assistant | MK40 Architects, Bedford | Summer 2018

Architectural Assistant | CZWG Architects, London | Summer 2017

- Engaged in regular meetings with my assigned supervisor to simulate a client-led design process, facilitating effective communication and problem-solving.
- Used CAD software and Adobe Suite to develop interactive 3D models and renders of ongoing projects, providing valuable support to the team.
- Conducted comprehensive on-site surveys, assisting in measurements, sketching, and meticulous record-keeping.
- Collaborated with colleagues to streamline workflow and optimize project coordination within the firm, demonstrating perseverance and consistency to produce high quality work towards daily deadlines.

Additional experience

Virtual photography, Videography and Editing | Personal Work and Development

- Creator of youtube content, incorporating motion graphics and animation, sound design, compositing, and visual effect suites to create game trailers and edits.
- Using NVidia Shadowplay, ReShade and camera injection tools to capture and record gameplay in games such as Destiny 2, Elden Ring and Call of Duty, directing and filming cinematic footage with players as actors, and formatting and organising media files for easy access and ready distribution across sytems.
- Maintained a blog of virtual photography, using virtual cameras, mods and post-processors to compose, light, shoot and edit photos within multiple game engines.
- Member of online community of creators, interacting, critiquing and competing in timed content creation events.

3D modelling | Artistic practice

- Utilising Blender, Zbrush, Unreal Engine and Substance Painter in the creation of real-time characters, and game-ready props and environments.
- Learning and implementing essential industry standard workflows such as retopology, rigging, UV unwrapping, texture mapping and baking.
- Undergone courses and mentorship in learning industry-specific workflows and responding to feedback.
- Translating and expanding upon 2D digital paintings and designs into 3D from scratch to a fully realised piece.

Extended project qualification | Film Group Project | 2018-2019

- Worked alongside a partner to designate roles and tasks throughout the project.
- Managed and monitored progression to hit deadlines.
- Scheduled frequent meetings with my partner, sources, aides and supervisors to obtain new information and progress the project.
- Arranged and scheduled equipment, locations and actors for practical shoots.
- Operated camera equipment and video software to produce two short films.
- Presented our findings both as an extended piece of academic writing accompanying the film, and as a live presentation to a board of examiners.

Education

BA Architecture (Hons) 2.1

Newcastle University | Sep 2019 - May 2023

- Final project - Land Yachting Centre: Changing the narrative for Redcar
- Thesis - Narrative as Method: The pertinence of human stories to Architectural Design
- Key modules - Architectural Theory, Professional Practice and Management, Architectural Technology

References

References available upon request

Jo Saywell
Marketing Manager
Club Towers
jo.saywell@clubtowers.co.uk

Ally Adams
Director
EpicTech Media
+44 7802 413092