



# SYDNEY ALLISON THOMAS

## POST-PRODUCTION

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<https://www.imdb.com/name/nm6779120/>

I have worked for over 5 years in the television and film industry. While I have experience in various departments, I concentrate in post-production and have worked on projects as a freelance editor, sr. digital dailies technician, asset manager, and visual effects editor.

Dedicated to creating and maintaining high-quality projects, I strive to constantly develop practical, creative solutions to technical problems.

### PROFESSIONAL SKILLS

Avid

FCP

Nuke

Premiere

Smoke

Adobe CC

Da Vinci

Ruby

HTML

CSS

### REFERENCES

#### LEO DE WOLFF - NETFLIX

Post Production Manager,  
International Originals (EMEA)

001 646 771 5060

leodewolff@icloud.com

#### KYLEE PEÑA - NETFLIX

Coordinator,  
Creative Technologies & Infrastructure

001 818 384 5385

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#### NICK JOHNSON - CRAFTY APES

Visual Effects Set Supervisor  
& Composer

001 708 341 3014

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### RELEVANT EXPERIENCE

#### SR. DIGITAL DAILIES TECHNICIAN - SIM International

Sept '14 - Current

As a freelance dailies technician, I act as a technical editor and liaison between production and editorial. My duties include:

- attending pre-production meetings with clients and staff
- deciding workflow procedures along with supervisors and editorial
- liaising between production and editorial throughout production
- ingesting, organizing, and managing all audio, video, & other assets
- color correction and grading
- transcoding media from various codecs
- re-timing offspeed footage
- creating projects in Avid per editorial specifications
- performing quality control measures
- maintaining accurate session notes
- rendering & distributing deliverables based on clients' tech specs
- archiving original media to LTO, cloud services, and hard drives
- labeling, shipping, and tracking all materials
- training and overseeing junior technicians

#### VFX EDITOR - Crafty Apes, LLC

Feb '17 - Oct '17

I received the distinct honor of joining Crafty Apes as the company's first ever VFX Editor. After identifying the needs of the company, I was given free reign to create a VFX editor workflow that would improve the efficiency of the Crafty Apes' three offices while preserving their existing pipeline. I dove head-first into the challenge of forging a new position and worked to create a standard for the role of the VFX editor that helped to improve the quality control and timeliness of turnovers. My day-to-day duties included:

- maintaining a calendar of shows' deadlines and delivery dates
- referencing count sheets for shots' creative & technical specs
- inputting shot information into Shotgun database for tracking
- creating "version 0s" of shots with correct handles and re-speeds
- color grading shots based on EDLs from editorial
- creating custom grades of shots to match reference sequences
- creating projects in Nuke Studio & organizing references and cut sequences
- cutting VFX shots into reference sequences and updating shot versions as they are published by artists
- performing quality control measures
- identify creative continuity discrepancies and technical issues within published VFX shot versions
- scheduling and operating screenings of cut sequences
- training and overseeing junior editors