

RÉSUMÉ

Mike Crowhurst

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LOCATION

Hendra, Queensland

I have always had an ardent interest and greatest proficiency in the visual arts: through early education as an illustrator, then professionally as a graphic designer in the early 1990's, through to now in video production. In addition to a broad array of technical skills, both practical and on computer, I have also started, owned and operated several small businesses and worked within customer service/support jobs for many years. This has provided me an excellent foundation for dealing with clients, crew and customers plus solving problems, keeping people happy, consideration and co-operation. Above it all, I have a passion for creativity and project success, and truly enjoy the craft of filmmaking.

Employment History

Red Earth Film Productions Pty Ltd (redearthfilms.com.au) - co-owner

Completed Productions:

- :: Critics Anonymous (2008 - 11mins - HDV) :: short comedy - camera op, editor
- :: The Shed (2007 - 30mins - HDV) :: short drama - producer, director, writer, editor, marketing
- :: Zaishu: Connected By Design (2006 - 26mins - HDV) :: documentary - director, camera operator, editor
- :: The Stallholder (2005 - 5mins - HDV) :: short drama - DP, camera operator, editor, art & promotion
- :: Breathless (2005 - 25mins - DV) :: documentary - internet & print marketing, editing assist.
- :: Additional work in corporate training videos, weddings, events :: camera operator, editor

Freelance/Independent work (usually under the trading name: Cunning Crow Productions)

Completed Productions:

- :: Lost&Found (2008 - 8mins - HDV) :: short drama - writer, director, editor; produced by ArtPhotos
- :: "Until You Fall" : Liam Griffin (2008 - 4mins - HDV) :: music video - writer, director, co-producer, editor
- :: BigSound (Q Music) promotional event DVD (2008 - 4mins - HDV) :: director, camera op, editor, graphics
- :: "Dinosaur" : Brindle (2007 - 3mins - HDV) :: music video - writer, director, co-producer, editor; appeared on nationally televised music show "rage" on ABC (23/11/07)
- :: The Dark Lurking (Dir: Greg Connors - 2006-7 - 90mins - HD) :: action feature - 1st AD (shared)
- :: Arctic Circles (Dir: Troy Proudfoot - 2006 - 55mins - HDV) :: low-budget feature - DP, camera oper. (shared)
- :: For Whom The Bell Tolls (Dir: Chayne Watson - 2006 - 5mins - HDV) :: short drama - camera oper., editor
- :: The Boat People (2005 - HDV) :: live music recordings - camera operator, editor
- :: 60 Years of Frank Cunningham (2005 - 25mins - DV) :: documentary - director, camera operator, editor
- :: Netherworld (Dir: Greg Connors - 2004 - 20mins - 16mm) :: short action/drama - production assistant, art department, background performer, internet marketing
- :: Shannon Noll (Dir: Ryan Renshaw - 2004 - 16mm) :: music clip - production assistant, lighting attachment, background performer

Television:

- :: SlapShot Entertainment (2008 - DV) :: Queensland Buffers: 28-game multi-cam international soccer tournament :: producer, camera operator, editor
- :: SlapShot Entertainment (2008 - DV) :: live multi-cam internet and taped broadcasts of AIHL ice hockey (17 games) :: producer, camera operator, editor
- :: Blue Tongues ice hockey on Briz31 Community TV (2007) :: producer, camera operator, director, editor
- :: Briz31 Community TV (2006, 2007) :: studio vision switcher, camera operator (programmes: Basketball Wrap; Final Siren; TTB: Mercedes Fashion Week; TTB: Brisbane Reggae; Reel-to-Reel) editor, editing assistant for TVS production and program promos

Previous employment

1996 - 2004

Cunning Crow Designs - co-owner, lead website designer and illustrator

- :: for 8 years, I was a website developer with my own business. Proficient daily computer user and early internet adopter.

2002 - 2007

LampLust Lighting (lamplust.com) - co-owner, store designer and upkeep, sales and marketing

- :: Stemming from my website development aptitudes, I designed and operated my own retail e-store. Generated sales of \$100K/yr.

Recent Education

2008

QPIX - Brisbane

- :: Completed the Advanced Director's Course (Course Instructor: Evan Clarry) with full competency.

2004-5

Queensland School of Film and Television

- :: Studied full and part-time in the Film and TV diploma of Screen program (Received course avg mark of Distinction, with full competency and credit in all areas of study)

Skills

Film/video

- :: camera operator: I own a Sony Z1 HDV camera and am familiar with camera itself and camera operation fundamentals and expert functions
- :: I have a strong visual sense in composition, lighting, colour and movement which lends to my interest in being a DOP and director
- :: editing: fluent on Macintosh platform; choice of video editing: Apple Final Cut
- :: have worked on short and feature films, corporate, advertising and other projects as: writer, Director, DP, assist. director, editor, continuity, grip, PA
- :: I am a highly motivated crew member and require little supervision or prompting once I understand my objectives. I learn new concepts and equipment operation quickly.

Design/computers

- :: fluent on Macintosh platform; comfortable on Windows platform
- :: proficient with the following software/protocols: Photoshop, Flash, Dreamweaver, HTML, Quicktime, word processing, Acrobat, web browsers & tech.
- :: comfortable with: Final Cut Pro, Premiere Pro, Adobe After Effects, Illustrator, Microsoft Office
- :: design abilities include: concept, layout, HTML scripting, Flash scripting, illustration, photography, photo-manipulation, digital art, 3D modeling, digital film editing
- :: technically comfortable with computers, installations, hardware tinkering, support

Service

- :: client meeting, customer retail sales and support, customer service, hospitality service, retail marketing

Awards & Achievements

I was the primary designer and developer for a successful, award-winning educational computer game called Missing (livewwwires.com) which has more than 400,000 copies in distribution in several countries and has been played by more than three million children. I had a hand in editing and assisting in video shoots, creating all the graphics for the game and website, and co-managing the design of all aspects of the product. It has won several awards in North America and has been included in the Smithsonian Museum for Technology.