



AARON ZISMAN
AARON@FLIPPINGPIXELS.COM

VIDEO & ANIMATION PRODUCER/DIRECTOR

I make YouTube vids. For other people. For money.

(...and for all the other platforms too.)

Formerly NYC-based, video and animation filmmaker with 20 years experience in documentary, commercial, music video and short film projects. Recently relocated to PDX and looking for opportunities to further develop my skill set and make cool stuff.

Experienced in video editing, cinematography, illustration, visual development and character animation/design (3D CGI and hand-drawn.)

Software: Apple FCPX, Motion, Compressor | Adobe Creative Cloud | Affinity Designer, Photo, Publisher

Autodesk Maya, Sketchbook | Savage Procreate | various audio and recording apps

DIRECTING AND PRODUCING PROJECTS

NAST documentary | April 2016-ongoing | camera, direction, editing

An ongoing doc on Pavement and Silver Jews band member and horse racing chart-caller Bob Nastanovich.

Gonzo News video series and social media channel launch | February-December 2018 | camera, direction, editing, motion graphics, art direction

5 ultra-lefty news videos, 1 viral teaser and a 3D "history of dissent" show opener featuring head Gonzo, Gary Roland.

18 Therapies and **Swimming Dragon** Tai Chi videos with Richard Iannuzzi | June-October 2018, August 2019-ongoing | camera, direction, editing

Working with Richard Iannuzzi, a senior teacher at Long River Tai Chi Circle, we created a multi-angle series of instructional videos on the Tai Chi related practices of the 18 Therapies and Swimming Dragon forms.

Jewel animation series pitch | August 2016-October 2018 | character & prop design, development, bible design

Concepted, designed and illustrated the visual language for an animated series. 8 characters, a Jewish motorcycle, environments and logo marks (and a pitch bible.)

CIVITA short film and indiegogo campaign video | January-November 2016 | direction, editing, voice-over writing and production, color correction supervision

A 7 minute short film I co-directed, edited, produced narration and developed sound design for. Centered on an ancient Etruscan mountain-top town that Natalie Reuss has been shooting for over a decade in preparation of a full feature.

Set Pieces a Free Daily Sameness video shorts series | June 2014-December 2015 | camera, direction, editing, motion graphics, music supervision

A mockumentary-esque series documenting the melting of "Unique Snowflakes." One 2-part series on Becky Staples, one short on Ronnie Pastel and a dash of short promos. Shake briskly in Williamsburg, Brooklyn.

Stardust Reports YouTube Astrology series | March 2015-June 2015 | camera, direction, editing, music supervision, motion graphics

Relaunching Rebecca Gordon's YouTube presence I shot and edited several multi-camera, monthly, astrology reports along with developing branded graphics and music supervision.

Colgate-Palmolive **Smart Brush** short film | February-March 2015 | camera, direction, editing, music supervision, motion graphics

A short film demoing new tech for Colgate's Innovation department. Creating a concise, character driven, day in the life narrative, the video received a stronger than expected response. Leading to full investment in the new technology.

Breathing Through Breast Cancer video series | April 2010-July 2013 | camera, direction, editing
4 vini-yoga therapy videos and a short documentary on the crossroads of yoga and breast cancer treatment from the survivors, in their own words.

Baby Shambles **French Dog Blues** music video | August-October 2007 | drawn animation producer
Hired and coordinated a crew of 3 remote animators in NYC with a director in London. Managed pipeline and assets.

The Color Guard **Cornucopia** DVD | November 2005 | camera, director of photography, sound
Directed 2 camera operators, recorded live sound and shot primary camera for the band's final show at CB's 313 Gallery.

2005 Ottawa Int. Animation Festival signal film | June-September 2005 | sequence director, animator
Sequence director of one of 9 simultaneous, synchronized, animated sequences. Animated, designed and managed a crew of 7 in animation clean-up and background design.

2003 High Times' Stony Awards interstitials | February 2003 | director, animator, character designer, writer
Directed, designed, wrote and animated a series of 4 interstitials for the Horatio Sanz hosted awards.

MuchMusic USA (now FUSE) | May 2001-August 2002 | field producer/segment producer
Shot and field produced over 200 segments, trained 6 camera people, developed tape catalog system and managed and maintained equipment check out. Produced episodes of Uranium, Soundtrack of Your Life, Tastemaker, Mixtape Masterpiece, Celebrity Tastemaker and Random Intelligence.

Lead Paint PSA for RISD/Providence Dept. of Health | January-March 1999 | director, animator
Co-directed and animated a 30 second, stop-motion PSA on the dangers of lead paint for regional broadcast.

ANIMATION GIGS

junior animator (3D) | **Poptarts** commercial spots | *PandaPanther Inc.* | March-April 2010
character animator (3D) | **Alfred Hitchcock Presents** short | *zoetifex Studios* | October-November 2009
previs animator (3D) | **Versus** TV show opener | *Transistor Studios* | February 2009
assistant animator (drawn) | TNN **Roy D. Mercer** pilot | *Flickerlab* | May 2005
character animator (drawn) | Nike **King James** promo | *Heavy.com* | May 2003
assistant animator (drawn) | Pioneer Car Stereo **Headbangers** spot | *Mekanism* | January 2003
cell painter | **Utica Cartoon** pilot | *Animation Cowboys* | February 2001
production assistant | **Johnny Quest** Cartoon Network spot | *Olive Jar Animation* | June-September 1999
development intern | *MTV Animation* | June-September 1998

EDUCATION

Rhode Island School of Design | BFA in Film/Animation/Video | June 2000
Animation Mentor | Diploma in Advanced Studies in Character Animation | September 2008
Gobelins, L'École De L'Image | summer 2009 Character Animation Workshop & Kyle Balda Character Animation Masterclass
School of Visual Arts | summer 2003 intensive: Computer Animation with Maya

