



Nathan Garduno

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**Skills**

Creative Direction  
Game Development  
Producing  
Video Editing  
Motion Graphics  
Cinematography  
3D Modeling  
Lighting  
Directing  
Graphic Design  
Live Production  
Virtual Production

**Digital Content Creation**

Premiere  
After Effects  
Final Cut Pro  
Blender  
Unreal Engine  
Unity  
Illustrator  
Quixel Bridge  
Procreate

**Employment**

**Xbox + Microsoft** Nov 2018 - Present  
Cinematographer & Video Editor

**Red Element Studios** Sep 2016 - Nov 2018  
Cinematographer/Editor & Creative Direction (Sep 2017 - Nov 2018)  
Video Production Specialist (Sep 2016 - Sep 2017)

**Vulcan Inc.** Jun 2016 - Sep 2016  
Development/Productions Intern

**SkipperFilms** 2012 - 2016  
Production/Videographer/Editor

**Southwest Airlines** Jun 2015 - Aug 2015  
Multimedia Intern

**George Mason University** 2012 - 2015  
Multimedia Assistant

**Productions**

**Xbox E3 2019 - Behind the Briefing** | Mini Documentary  
Cinematographer and collaborative story direction

**The Forest of Light** | Short Film  
Director, Editor and Writer

**Major League Soccer** | Promotional Video  
Director of Photography and Editor

**Drew School (Since 1908)** | Branded Content  
Creative Director, Cinematographer and Editor

**Zillow** | Stop Motion Social Media Video Campaign  
Director of Photography and Editor

**Clients**

Xbox, Mojang, Turn 10, Undead Labs, Rare, Dontnod Entertainment, Zillow, Southwest Airlines, Uber, Starbucks, the YMCA, Major League Soccer, TEDx, SIFF, Goodwill, SeattleU, Boys & Girls Club, Sparkling Ice, Weyerhaeuser, Fortive, Vulcan Inc., Edelman, Sasquatch Music Festival, Upstream Music Festival, George Mason University

**Education**

**George Mason University 2012 - 2016**  
Bachelor in Film and Video Studies (concentration in cinematography)  
Minor in Art and Visual Technology

**University of Washington 2019 - 2020**  
Professional & Continuing Education  
Certificate in Game Design

\*\*References available upon request.