

# Michael Freedman

FILM EDITOR

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## PROFILE

I am a highly motivated film editor with a keen eye for detail and a passion for animation and VFX. I believe that at its core, film editing is a collaborative process and whether it be in a creative or technical role, I feel most at home when I am working as part of a team helping to bring the director's vision to life.

The prospect of entertaining audiences, strong and original storytelling and the ever evolving relationship between art and technology are the aspects of film making that propel me forward and inspire me the most.

## SELECTED CREDITS

### The House

Three-Part Original Series  
2020

### Visual Effects Editor

Netflix  
Prod: Nexus Studios

### Fate: The Winx Saga

Six-Part Original Series  
2019-20

### Visual Effects Editor

Netflix  
Showrunner: Brian Young

### Shaun The Sheep Movie: Farmageddon

Feature Film  
2018-19

### Visual Effects Editor

Aardman Animations  
Dir: Will Becher & Richard Phelan  
*Academy Award Nomination: Best Animated Feature (2021)*  
*BAFTA Nomination: Best Animated Feature (2020)*

### Aladdin

Feature Film  
2017

### Previs Editor

Walt Disney Studios  
Dir: Guy Ritchie

### Star Citizen: Squadron 42

Video Game  
2015-17

### Lead Editor

Cloud Imperium Games  
Dir. Chris Roberts

### Avengers: Age Of Ultron

Feature Film  
2014

### Performance Capture Editorial

Marvel Studios (*On-Set with The Imaginarium Studios*)  
Dir. Joss Whedon

### The Legend Of Tarzan

Feature Film  
2014

### Additional Assistant Editor

Warner Bros  
Dir. David Yates

### The Quiet Hour

Feature Film  
2014

### Editor

Frenzy Films  
Dir. Stéphanie Joalland

## TESTIMONIALS

**“A stop-motion feature film like Shaun is really a thirteen hundred shot vfx shoot... it's a lot of plates to spin and Michael did it brilliantly, putting in long, long hours, making temps and turning over shots, updating vendors and always keeping an eye on the cut and always with a smile and a great attitude. You can't ask for more than that! ”**

**Sim Evan-Jones, ACE** Editor of Shaun The Sheep Movie: Farmageddon - Aardman Animations

**“Michael is a collaborative team member that contributes creatively to pacing, story and shot design. He was really good at mixing media from various departments, creating a hybrid of previs with drawings, traditional animation, CG and live action. ”**

**Tim Harrington** Animation Supervisor on Aladdin - Industrial Light & Magic

## OTHER INFORMATION

- Interview with Avid about my work on the video game Star Citizen:Squadron 42, please read it [here](#)
- Full references available upon request