

# 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

<b>Fate: The Winx Saga</b> Six-Part Original Series 2019-20	<b>Visual Effects Editor</b> Netflix Showrunner: Brian Young
<b>Shaun The Sheep Movie: Farmageddon</b> Feature Film 2018-19	<b>Visual Effects Editor</b> Aardman Animations Dir: Will Becher & Richard Phelan <i>BAFTA Nomination: Best Animated Feature (2019)</i>
<b>Aladdin</b> Feature Film 2017	<b>Previs Editor</b> Walt Disney Studios Dir: Guy Ritchie
<b>Star Citizen: Squadron 42</b> Video Game 2015-17	<b>Lead Editor</b> Cloud Imperium Games Dir. Chris Roberts
<b>Avengers: Age Of Ultron</b> Feature Film 2014	<b>Performance Capture Editorial</b> Marvel Studios Dir. Joss Whedon
<b>The Legend Of Tarzan</b> Feature Film 2014	<b>Additional Assistant Editor</b> Warner Bros Dir. David Yates
<b>The Quiet Hour</b> Feature Film 2014	<b>Editor</b> 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](#)
- Recent credits have enabled me to work in a number of different areas including long and short form narrative, previs, animatics, sound and music editing, 2D/3D animation and virtual production
- I have also assisted in different cutting rooms as well as having lead a team of assistants in my own cutting room
- Full references available upon request