

RYAN M JAMES

DIRECTOR • EDITOR • WRITER

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I live for the chance to channel my passion for film, animation, & games into compelling pieces with cinematic visual style and a strong narrative, regardless of the end medium.

Experience:

- **LEAD EDITOR & ADDITIONAL WRITER – Naughty Dog** **2009 - present**
 - Supervising Editor for all cinematics, in-game dialogue, and some trailers on *Uncharted 4: A Thief's End* and *The Last of Us*.
 - Motion Capture/ADR director & Co-writer for some cinematics and majority of in-game dialogue for *Uncharted 4: A Thief's End*. Additional collectibles & dialogue writing for *The Last of Us*.
 - Editing for in-game cinematics & dialogue for *Uncharted 2: Among Thieves* and *Uncharted 3: Drake's Deception*.
 - Coordinating implementation of thousands of lines of dialogue across multiple departments.
 - Assisting Creative Director with Mocap/ADR preparation and script supervision.
 - Managing department of in-house editors and outsourced dialogue editing, as well as delivery of cinematics mixes to external vendors.
- **VIDEO EDITOR – Pandemic Studios / Electronic Arts** **2006 - 2009**
 - Wrote, directed, & cut trailers, conceptual pitch videos, behind-the-scenes video blogs, advertising & recruitment material, plus in-game cinematics.
 - Expanded in-game tools for capturing cinematic imagery within 3 game engines.
 - Localized video pieces for distribution to international markets.
 - Spearheaded implementation of production process in a newly-developed department.
 - Managed audio-visual assets, timelines, and scheduling in support of 4 game teams simultaneously.
 - Credits include *Destroy All Humans! 2*, *Mercenaries 2*, *Lord of the Rings: Conquest*, *The Saboteur*, and other unannounced projects.
- **DIRECTOR – Narratus, Inc.** **2007**
 - Theatrical portion of Pacific Symphony fundraiser *Concert Royale*.
 - Produced, directed, & edited multi-screen video segment portion of program.
- **CO-PRODUCER – Unlicensed Media** **2006 - 2009**
 - Independent feature film *The Devil & Saddam Hussein*.
- **ASSISTANT DIRECTOR – Various** **2006**
 - Including romantic comedy short *Blind Luck* & award-winning mockumentary *Desperately Seeking Paul McCartney*.
- **PRODUCTION TESTER – Capcom** **2006**
 - QA duties on mobile version of *Puzzle Fighter II*.
- **VIDEO PRODUCTION – Pandemic Studios** **2005 - 2006**
 - Shot & edited cinematics video & advertising material for *Star Wars Battlefront II*.
 - Developed in-game tools for filming within game engines.
- **PRODUCTION TESTER – Pandemic Studios** **2004 - 2005**
 - QA and production assistant duties on *Star Wars Battlefront I & II*.
 - Worked directly with development team to coordinate bug-fixes.

- **DESIGNER/CHARACTER ANIMATOR – Igloo Games** **2000 - 2001**
 - Game demo *Space Smuggler Sam*
- **DEVELOPMENT INTERN – Wilshire Court Productions** **1999**
 - Read 5-7 scripts per week, wrote coverage, misc. clerical duties & deliveries.
- **STORY CONSULTANT – SAJ Productions, Inc.** **1996-present**
 - Assisted professional screenwriter & author with narrative structure, plot development, and editing of dozens of scripts and manuscripts.

Personal:

- **DIRECTOR•EDITOR•WRITER – Illusive Entertainment, LLC** **2001 - present**
 - Co-Author of the novel *FORBIDDEN* (published by Harper Teen, 2012).
 - Creator of a variety of projects (selected list below):

A CLONE APART – Machinima Web Series 2006 - present

 - Co-writer, editor, director, & voice-actor for original, three-episode series.
 - Captured cinematic shots within the *Star Wars: Battlefront II* game engine.

WITHOUT WORDS – Independent Short Film 2013

 - Director, producer, editor, actor.

DREAMTIME – Independent Short Film 2007

 - Editor, actor.

"GHOST STORY" MUSIC VIDEO – Karaoke Outfit 2005

 - Editor, DVD Author (with extras).

PURE MORNING – Independent Feature Script 2004 - 2005

 - Co-writer of award-winning story and screenplay.
 - Directed, edited, and produced example scenes for actor reels.

REAL – Independent Feature Film 2003 - 2005

 - Director, editor, co-writer, & actor for original, full-length feature film.
 - Responsible for producing and coordinating 30-person crew.
 - Also created all Visual FX, recorded ADR, and supervised the original score.
 - Wrote, edited, and produced all trailers and print marketing materials.

URBAN JUNGLE – Video Game Demo 2001 - 2002

 - Established company business plan, managed legal steps necessary for incorporation.
 - Producer & Lead Designer of student-run team developing demo for original online multi-player game.
 - Pitched demo to multiple publishers.

Education:

University of California, San Diego
 BA in *Film/Video/Animation*, 2003

Skills:

Always puts structure and character first, with the goal to create something fresh.
 Mindful of emotional honesty and consistent tone when directing actors.
 Conscientious, responsible, hard-working, organized, multi-taskier & team manager.
 Self-sufficient but thrives in a team environment.
 Also experienced with animatics, sound FX & foley recording.
 Extensive experience editing with *Adobe Premiere*, *Final Cut Pro* & *Pro Tools* for video, sound & music.
 Familiar with graphics and animated title design using *Photoshop*, *After Effects*.
 Member of Writer's Guild of America and BAFTA.
 Singer and actor for chamber choirs, film & theater.
 Also skilled with *Word*, *Final Draft*, & *Excel*.