

ANDREW JOSEPH CHIARO

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[EDITORIAL AND GAMEPLAY REEL](#) • [LIVE SHOOT/ MOTION GRAPHICS REEL](#) • [LINKEDIN](#)



Andrew Chiaro is a game industry veteran of over 10 years. As a Video Producer, Editor, and Cinematic Designer, he specializes in skills that produce high quality video game cinematic content to drive effective brand messaging and awareness in the game marketplace. Additionally, he has experience supporting game development efforts with in-game cinematic content.

As a senior member of a Creative Services team, he has contributed to bringing to market six different AAA video game titles over the past 6 years. He has led and shipped over 75 video projects with Trion Worlds- varying in range from launch trailers, tradeshow showcase videos, practical shoot interviews, live web broadcasts, in-game cinematics, pre-rendered 3D cinematics, and television commercial spots that have aired nationally on NBC and Syfy networks.

From conceptualization, direction, production, camera work, cinematic authoring, post-production, and 2D/3D motion graphics, his role to Trion Worlds publishing department is paramount in overseeing and executing AAA quality video assets for all of Trion's franchise products.

PROFESSIONAL EXPERIENCE



SENIOR VIDEO EDITOR, June 2009 – Present

TRION WORLDS, INC. – Redwood Shores, California

VIDEO PRODUCTION, VISUAL STORYTELLING AND EDITING – [[EDITORIAL AND GAMEPLAY REEL](#)]

- ✓ 6+ years of creating compelling visuals from game engine footage across multiple in-house and 3rd party titles
- ✓ Keen eye for shot composition, visual fidelity, and clarity
- ✓ Effectively communicate brand messaging through video assets
- ✓ Lead, run, and execute projects from start to finish, on time and independently
- ✓ Edit cohesive stories through visuals, responsible for script writing and conceptualization of projects
- ✓ Direct game capture efforts amongst team of capture artists
- ✓ Collaborate with game teams for tool requests, approvals, defining content, etc.
- ✓ Manage relationships between publishing “agency” and clients
- ✓ Frequently audition and select music and voice-over talent
- ✓ Key member of Effie Award winning publishing efforts in 2012 for *RIFT*



3D VIDEO PRODUCTION - [[“BATTLEVERSE PVP” TRAILER](#), [TROVE CONSOLE LAUNCH TRAILER](#)]

- ✓ Led efforts in developing a new 3D pipeline for the publishing department that included porting custom game assets to Cinema4D for high quality rendering, compositing, and scene construction
- ✓ Collaborated with game engineers and technical director to create custom-built game characters for C4D pipeline
- ✓ C4D scene authoring, cameras, lighting and rendering in C4D and After FX compositing and grading
- ✓ Technical knowledge of setting up a render farm across multiple workstations

PRACTICAL CAMERA SHOTS AND LIGHTING – [[LIVE SHOOT/ MOTION GRAPHICS REEL](#)]

- ✓ Coordinate and operate multiple cameras for interview shoots
- ✓ Determine practical lighting, locations, and audio for live shoots
- ✓ Direct talent and facilitate Q&A sessions
- ✓ Provide event coverage of major seasonal game events and press coverage: E3, PAX, GamesCom, Comic Con, etc.

POST FX, MOTION GRAPHICS, AND 3D WORK – [[LIVE SHOOT/ MOTION GRAPHICS REEL](#)]

- ✓ Design motion and graphic style of titles, lower thirds, and logo treatments in 2D and 3D
- ✓ Perform color grading, green screen keying/compositing, and polish raw footage with additional visual and camera effects
- ✓ Built custom 2D and 3D transitions for video footage

IN-GAME CINEMATICS

- ✓ Work closely with game director to plan, review, and implement over 25 cinematics for DLC content

- ✓ Utilize FaceFX tools to process voice over audio files into lip animations for star characters
- ✓ Tell rich, scripted stories that complement quest lines and game content for players through mastery of Trion's proprietary cinematic tools.

ADDITIONAL SKILLS



Mastery	Fluent	Familiar
Microsoft Windows and OSX Final Cut Pro Studio Adobe Premiere CC Adobe Photoshop CC Adobe AfterFX CC Adobe Lightroom Canon DSLR workflow GoPro and cineform workflow Still photography Proprietary Cinematic Tools HD Lossless workflow 3D Camera Authoring and Composition Practical Lighting Perforce	Cinema 4D 3D Rendering/Lighting Trapcode Particular Twixtor Pro Adobe Illustrator Blackmagic ATEM Plexus Video Encoding Panasonic AG-HPX370 HD Cam Canon XF Camera Blackmagic Decklink HD Blackmagic Multibrige Microsoft Office JIRA Audio Mixing Directing VO Talent	Maya 2008+ FaceFX Xsplit Broadcaster Campaign Creation and Pitches Script Writing Adobe Illustrator

EDUCATION

Bachelor of Arts Degree, Film and Digital Media with Production Concentration, 2004

University of California at Santa Cruz

Completed works include: four short video productions; including narrative work, documentary work, and animation.

Animation *Somewhat Simple* featured at Chautauqua 2004 Festival, May 2004.

REFERENCES

Michael Marquis – Senior Visual Designer – Trion Worlds – mmarquis@trionworlds.com – phone available upon request

Carble Cheung – Game Director – Trion Worlds – ccheung@trionworlds.com – phone available upon request

Brian Patience – Senior Video Editor, NCSOFT – b@bpatience.com - phone available upon request

Brice Cox – Video Production Lead, Riot Games – brice.cox@gmail.com – phone available upon request

Boris Amchislavsky – Director of Video Production, Informatica – greenhound@hotmail.com – phone available upon request

Chris Beckett – Lead Video Producer, Trion Worlds – cbeckett@trionworlds.com – phone available upon request

FAVORITE WORKS

[Defiance Plague Trailer](#) • [Trove Battleverse PvP Trailer](#) • [Defiance Gunslinger Trials Trailer](#) • [Defiance Launch Trailer](#)
[RIFT One Year Anniversary](#) • [Trove Official Console Launch Trailer](#) • [RIFT Infernal Dawn Trailer](#) • [Trion Worlds Franchise Video](#)