

ZACH WEBER

Cinematographer & Production Manager

PROFILE

I am a cinematographer with 6 years of experience creating short films and working with a variety of studio equipment. I also have experience in sound engineering, theater, game development, VR and graphic design.

PERSONAL SKILLS

Team Collaboration
Attention to Detail
Active Learner
Logical Thinking
Technical Aptitude
Equipment Management
On Stage & Backstage Theater

PROFESSIONAL SKILLS

Software

Adobe Creative Cloud Suite
Ableton Live 10
Cinema 4D/Blender
Unity Engine
Learning Unreal Engine
Microsoft Azure
Windows Server Management
Microsoft Office
OBS Studio
Windows, Linux, Mac OS

Coding Languages

C, C#, Java, HTML, Git
Visual Studio

Equipment Experience

PC Building and Troubleshooting
Setting up and Managing VR Technology
Cinema Camera Experience
Black Magic Ursa/Pocket
Canon c200mii
Sony a7 Series
Camera Cranes and Motorized Gimbals
Film and Theatre Lighting Experience
Microphones and Audio Mixers (Sound Design)

REFERENCES

[Matthew Ward](#) | Cinematic Director - BUNGiE

[Kathy Gehrig](#) | Studio Manager - AMZN Game Studios

EXPERIENCE

Blinded (Short Film)

Director of Photography, Producer, Sound Designer | Fall 2020 - Summer 2020

- Camera operator for the shoot, managed the logistics around equipment and crew, worked on editing, and sound design.
- Heavily involved in the creative process with the director and took over several roles around the set and project to help things run smoothly.
- Operated a large crew, discovered new techniques when shooting in low light, developed problem solving skills all while keeping the project going.

"Digital Death" — Dystopian Guile (Music Video)

Director of Photography | Fall 2020

- Operated a multi-cam set-up filming a live band and helped design lighting.
- Hired based off of my work in Focus and Blinded.
- Collaborated with Dystopian Guile to understand their requirements and vision in order to exceed their expectations.

Wynncraft Content Team (Game Design)

Map Build Team, Game Designer, Modeler | Summer 2018 - Winter 2019

- Designed levels and cutscene features on a MMORPG with over 1 million unique players. Worked on the development team and got experience in scripting and game design. Got to see my work played by hundreds of thousands of players.

PORTFOLIO

Blinded

Director of Photography

Hill-Flower Grace

Producer & Sound Lead

Focus

Director of Photography

Concatenate

Lead Programmer, Designer

Cinematography Reel

Director

FilmsReel

Producer, Manager & Host

Live Action Short Film

Fall 2020 - Present

Live Action Short Film

Fall 2019 - Spring 2020

Live Action Short Film

Summer 2019

Video Game

Spring 2020

Youtube Video

Spring 2021

Podcast

Summer 2021

EDUCATION

Mount Si High School — Snoqualmie, WA

*High School Diploma
Fall 2017 - Spring 2021*

Digipen Institute of Technology — Redmond, WA

*WANIC Skills Center Programs
- Video Game Programming
- Music and Sound Design
Fall 2019 - Spring 2021*