

Paul Eppleston

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Associate story producer for reality TV with experience in motion graphics, studio ops, on-set production, and the digital pipeline.

EXPERIENCE

Associate Story Producer

Prometheus Entertainment **Jul 2021 - Apr 2022**
Supported the Story Producer in creating episodes and addressing executive and network notes for "The Curse of Oak Island". Cut selects strings to highlight material and clarify narrative. Researched and gathered flashback and explanatory package materials. Transcribed scene string-outs. Searched interviews and pulled relevant bites. Conformed scripts to cut. Supported editor requests. Wrote narration pronunciation guides and rough draft loglines and synopses. Compiled the season's lock-cut scripts. Created an automatically color-coded tracking for interviews from recording to final system distribution.

Associate Producer

Original Productions **Oct 2020 - Jun 2021**
Dec 2019 - Jun 2020
Found, vetted, and collated moments within the raw footage of "Deadliest Catch" to assist the Editors, Story Producers, and co-Executive Producers in creating the show. Included creating string outs, verifying continuity, and correlating events from multiple sources. Worked in Avid remotely.

Graphics

SuperSight Media, Inc **Aug 2019**
Using AE, created heads-up texting simulation for short "The Lonely Host". Remote via Frame.io. Delivered to Dropbox.

Logger

Original Productions **Oct 2019 - Nov 2019**
Nov 2018 - June 2019
Nov 2017 - May 2018
Watched raw footage for "Deadliest Catch" and key-word summarized for database searching. Subclipped significant moments and visuals into separate bins. Transferred logs from Avid to FileMaker Pro. Updated and distributed the database.

Junior VFX

Independent Film "The Candle" **Jul 2017**
Using AE, added flame to a birthday candle on a moving cake. Per editor's request, output an alpha for simple A over B composite.

Animator

House of Moves **Nov 2016 - Jan 2017**
Animated idles and attacks for AAA game "Injustice 2" using MotionBuilder. Created timings within pipeline constrictions. Cycled and blended animations together for seamless transitions. Used constraint system to reverse pivot direction on a chain rig and to simplify spinning prop animation. Created a quick-start help guide for fellow new hires. Submitted finished assets and timecard through Shotgun.

Character Animator

Anzovin Studio **Sep 2013 - Oct 2013**
Character animator on LEGO Star Wars Microfighters: "Bantha Shakes" and "Tank Attack Antics". Created hero performance, crowd cheering cycles, and hand keyed vehicle collisions. Created basic costume and prop stand-ins that ended up in final product.

OPEIU Film Librarian

Walt Disney Company: Film Research **Dec 2001 - May 2013**
Point of contact to obtain films for internal stakeholders, external vendors, studios, and filmmakers. Researched title distribution rights. Database research of archive. Procured permissions from Legal and studio President. Enforced and practiced security requirements for the Studio, Legal, Lot Security, Publicity, Marvel, AMPAS, and MPAA. Coordinated screenings with Projection Engineering. VIP clients required tact, diplomacy, discretion and confidentiality of sensitive intel. Data entry into proprietary database and FileMakerPro. Shipped and received film and DCP assets via courier, DHL, FedEx, and UPS, locally and internationally. Followed customs procedures and filed appropriate paperwork. Communicated, notified, and distributed delivery status to internal departments and external contacts. Ordered supplies. Maintained files. Supported supervisor. Troubleshot errant DCP keys, mis-shelved assets, foxed and vinegar syndrome prints, and Chain of Custody disputes.

VOLUNTEERING

Duarte CERT

Directed traffic into the Duarte Unified School District COVID vaccination site **March 2021**

La Brea Tar Pits Museum: Fossil Lab

Sorted recovered micro-fossil matrix into bone, plant, insect, and debris using a 3x magnifier and 40x microscope. Cleaned fossil surface with n-propyl bromide following hazardous material procedures. Assembled bone fragments and glued together. Labeled all work for proper archiving and retrieval. Learned comparative anatomy and osteology for fossil identification. **Jul 2015 - Jan 2017**

SOFTWARE & SKILLS

Avid, Adobe (Acrobat, Photoshop, Illustrator, PremierePro, After Effects), Maya, Motion Builder, Shotgun, Trello, FilmIO, MS Office RegEx searches. Limited CSS, Python, and MEL with some dBase and WordPress. Script coverage. Storyboarding. Typing: 50 WPM. Languages: English (native), Russian (intermediate), Latin American Spanish (beginner)

EDUCATION

AnimationMentor.com

Certificate of Completion - Animals and Creatures Mentors: Brian Mendenhall, Jean-Denis Haas 2012
Diploma, Advanced Character Animation Studies Mentors: Victor Navone, Joe Mandia, Chris DeRochie, Pete Paquette, Greg Kyle, Cal Bruner, Keith Sintay 2009

Professional Development

Mentors: Shaun Freeman, Drew Adams 2009-2010

Classes, Lectures, and Seminars

Fundamental Figure Drawing	Figure Drawing Top to Bottom	Heads, Hands, and Feet Drawing
Storyboarding	Foreshortening & Perspective in Drawing	Two Figure Composition
The Essence of Story for Storyboard Artists	Drawing for Story 3 Beats	Karl Gnass - American Animation Institute
	Perspective	Jon Messer - American Animation Institute
The Art of Visual Storytelling - Skillshare	The Future of Storytelling - iVersity	

Ithaca College - Ithaca, NY

Bachelor of Science in Cinema Production, Magna Cum Laude, Minor in Screenwriting **May 1995**
National Merit Corporate Scholarship and member of Phi Kappa Phi.
ICLA Program initiatory semester.
Internship with Propaganda Films in the Story Department

OTHER INTERESTS

Knot work, board games, cooking, baking, animation, cartooning, heraldry, puppetry, singing (bass baritone), cats