Thomas Cooksey Editor / VFX ARTIST

I'm an advanced user in Avid Media Composer and Unreal Engine's 3D environments combined with extensive experience interacting with and helping customers. My career is built on a passion for storytelling and continuous learning. I am Self-taught in the latest technologies, blending traditional editing with innovative digital tools to create captivating narratives. I am consistantly regarded by colleagues and customers as being good with people.

Qualifications



Hadleigh High School GCSE: 1A, 2B, 6C



Suffolk One Sixth Form Games Design A*, Film Studies B*, Media Studies C*



Ravensbourne University London Digital Film Production Bachelors Degree 2:1

Skills

- Avid Media Composer
- Unreal Engine 3D Environments
- Customer Assistance
- After Effects
- Davinci Resolve
- Premiere Pro

Work Experience

Advert UCLH Envy Post Production House

- Edit Assistant
- Avid Media Composer
- Envy

Virgin Media Gamepad (2 years)

- Brand Embassador
- Customer Assistance

Warner Bros Post Production House

- 1 Week work experience
- Runner

Short Independent film LOGOS

- Avid Media Composer Offline
- Unreal Engine Environment
- After Effects VFX
- Transcoded RED RAW

Independent Music Video LAPDOG

- Davinci Resolve Offline, Online
- Transcoded SONY RAW

Advert Tinnitus (Tinnitus Charity)

- After Effects VFX
- Avid Media Composer Offline
- Transcoded SONY RAW

Short Independent Film UNREQUITED

- Birmingham Film Festival
- Avid Media Composer Offline
- Transcoded ARRI RAW

Contact



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tomcooksey film

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