R.J. GLASS

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Profile

Editor and filmmaker with fifteen years experience in film and advertising. Balancing precise technical skill and sharp creative instincts.

Experience

Sundance Institute, Supervising Editor; Remote & Park City, UT - 2022-2023

- Internal managing editor for the Sundance Institute. Led a post-production team of ten editors on-site at the 2023 festival in Park City as well as working remotely in real-time in L.A.
- Lead creative editor on the SFF23 Trailer, How To Fest videos, and Daily Recap videos.
 Collaborated directly with the Creative Director and Creative Producer.
- Worked with teams from Adobe, Frame.io, and Atomos to bring real-time "Camera to Cloud" workflow to Sundance for the first time. Featured in a forthcoming Adobe case study.

Plenty Good, Partner; Los Angeles, CA — 2019-Present

- Founding partner of independent production company specializing in bold, brash, international cinema. Crafting original stories for the big screen.
- Development of an original limited series with Exile Content Studios and Endeavor Content.
- Development of an original feature film with T Street, MRC, and Fabula.
- Executive Producer of two original films in 2022; CHRONICLES OF A WANDERING SAINT and BURY ME WHEN I'M DEAD.

Thread Creative, Freelance Editor; New York, NY — 2014-2017

- Editor for Imaginary Forces, The Mill, Brand New School, Droga5, Digital Kitchen, Curious Pictures, Matte Projects, Aardman, Leroy and Clarkson and more.
- Technical Director for Amazon, Microsoft, USA, ABC, etc. Colorist for HBO, Intel, Canon, etc.

Hornet Inc, Editor; New York, NY - 2010-2014

- Supervising Editor of commercials, music videos, animated series, and short films.
- Oversaw pre-production and post-production consultation and technical direction to partners and production staff. Live action, 2D and 3D animation, and stop motion.
- Selected works premiered at Sundance, SXSW, Ottawa, and Annecy.
- Clients include Google, British Gas, Samsung, Oxfam, Unicef, FedEx, Kellogg's, and BBC.

JWT, Supervising Technical Director; New York, NY — 2007-2009

- Designed studio-wide workflow. Supervised staff and freelance artists for Editorial, 2D Animation, 3D Animation, and Dubbing departments.
- Determined budget, staffing, schedule, deliverables, and technical resources for producers.
 Provided working and delivery specifications, artist training, and technical support for artists.
- Advised on technology and staffing to upper management, creative execs. Sales
 presentations to clients. Produced business-winning editorial and animation specs.
- Built 3D animation division from the ground up. Proprietary 3D pipeline and asset library.
- Clients include: Microsoft, Royal Caribbean, jetBlue, Huggies, Band-Aid, Zyrtec, Smirnoff, Schick, Macy's, Home Depot, Listerine, Bailey's, HSBC, and Kraft.

Education

University of Chicago, Cinema and Media Studies, 2003-2005 NYU Tisch School of the Arts, BFA, Film & TV, 2005-2007 American Film Institute Conservatory, MFA, Directing, 2017-2019

Skills

Adobe Premiere Pro, DaVinci Resolve, Adobe After Effects, Final Cut Pro, Adobe Photoshop, Adobe Audition, Adobe InDesign, OBS, FFmpeg.

