

KAREN BARBOZA

kbarboza356@gmail.com - www.karenbarboza.com

POST PRODUCTION EXPERIENCE

- October 2023 - November 2023 **KAPPA STUDIOS - Internship**
Post Production Intern - Davinci Resolve 18, Pro Tools
- Assisted the audio team in creating backgrounds from SFX libraries
 - Participated in foley sessions and recording using ProTools
 - Provided QC of concerns and errors for current projects
 - Attended to receptionist duties and maintained cleanliness of the studio
- June 2023 - August 2023 **NO RECEPTION - Feature Film**
DIT, Assistant Editor - Davinci Resolve 18, Frame.io
- Captured terabytes of b-raw footage to generate proxies, create dailies, and organize the project file
 - Liaised with editors to achieve bi-weekly turnarounds of the edited scenes
 - Provided detailed reports of the hours and assignments completed
 - Took notes during meetings with director and supervisor; Frame.io for additional notes
- March 2023 - August 2023 **“HUG YOUR BROS” - Short Film**
Editor, Colorist - Davinci Resolve 18, After Effects, Frame.io
- Generated proxies to organized footage and the project file with dailies and selects
 - Coordinated weekly meetings with the director to discuss the edit and color grade
 - Liaise with sound designer and producer to incorporate audio and credits into the final pass
 - Edited promotional content and implemented motion design elements to market the film through social media
- June 2022 - August 2022 **O’ BRAWLING LOVE - Feature Film**
Lead Editor - Adobe Premiere 2021, Davinci Resolve 17, Frame.io
- Prepared proxies for roundtrip workflow between Premiere and DaVinci Resolve
 - Liaised with assistant editors to complete bi-weekly turnarounds and film passes
 - Took notes during meetings with the director and producers; Frame.io for additional notes
 - Provided detailed reports of the tasks completed and changes made to the edit

KEY SKILLS

- Operate on Mac and PC
- Adobe Creative Suite
- Davinci Resolve 17 & 18
- Frame.io, Dropbox
- Detailed-Oriented
- Organization Skills
- Competent in motion graphics