

CHRISTOPHER BONTE - FILMMAKER / EDITOR

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Objective

I am here to join forces with coordinated teams to help bring immersive stories to life, one spreadsheet or shot at a time.

Experience

Director/Producer/Editor

Character Creator (Short Interpersonal Documentary) | Mar 2022 to Aug 2022

-Premiered at the 30th Annual Brouhaha Film Festival in Winter Park, FL

Gaffer

God Save Me (Short Drama) | Apr 2022

Grip & Electric

Risk (Short Drama) | May 2022

Phantoms (Feature Length Horror Thriller) | Mar 2022

Poker Face (Short Drama) | Oct 2021

Boom Operator

Baby Splash (Short Drama) | Mar 2022

Sound Editor

Don't Stop Moving (Short Horror) | Mar 2022

The Gift (Short Drama) | Mar 2020

Education

MFA in Film/TV Production | Full Sail University | Winter Park, FL | Sept 2022

Other Work Experience

Compliance Quality Control Tester | Bandai Namco Entertainment of America | Santa Clara, CA
Aug 2017 - Aug 2018

Crafted and executed testing plans in small dedicated teams on 19 different projects including Dark Souls: Remastered, Dragon Ball FighterZ, and Soul Caliber VI to ensure products adhered to industry standards. Offered a chance to move forward as a Quality Control Project Manager after one year of working.

Proficiencies

Adobe Premiere Pro

AVID Media Composer

Adobe Photoshop

Microsoft Office

Adobe Acrobat

Public Speaking

Sony Camera Systems

ARRI Camera Systems

Movie Magic Budgeting

Movie Magic Scheduling

ProTools

Final Draft