

Michael Parks

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<https://www.michaelparksproduction.com>

Experienced Producer with over 15 years delivering high-quality projects on time and within budget. Worked across a range of projects including commercials, online content, illustration, game trailers, cinematics, and episodic films. These projects require strong knowledge of the CG production pipeline, forward planning, and excellent organisational skills. Known for being a collaborative team player who thrives on solving complex production challenges with a proven ability to adapt quickly to changing priorities and maintain clear communication throughout all stages of production. Recognised for attention to detail, problem-solving skills and working under pressure.

Experience

2021– PRESENT | FREELANCE SENIOR PRODUCER | PASSION PICTURES

Producing high-end CG and game cinematic projects for major clients including PlayStation, Epic Games, Dream Games and Guerrilla Games.

- Produced CG cinematics and bespoke trailers for game marketing and in-game content.
- Working on look development to create bespoke styles with clients and stakeholders.
- Manage production schedules, budgets, and cross-department coordination across CG teams.
- Worked closely with CG Supervisors to ensure projects deliver to a high creative and technical standard.
- Helped deliver projects that led to continued repeat business with clients.

Highlights include:

- Helping Look Dev for Guerrilla Games for their newly announced title *Horizon Hunters Gathering*.
- Managing production on a two-year content project for Dream Games, creating playful in-game cinematics for their mobile game, Royal Kingdom.

APRIL 2021 – NOV. 2021 | FREELANCE PRODUCER | THE LINE ANIMATION STUDIO

Produced a 2D animated music video for Riot Games for a live Valorant event.

- Delivered a three-minute animated film built around a bespoke track created by Riot Games.
- Also acted as Production Manager, gaining deeper knowledge of the 2D animation production pipeline.
- Managed schedules, artists, and production workflows across departments.

OCT 2018 – APRIL. 2021 | FREELANCE PRODUCER | BLINKINK

Produced a range of **commercial, TV, and online content** across 2D animation, CG, and photoreal production.

- Oversaw production from concept through delivery.
- Managed budgets, schedules, and artist teams across multiple projects.
- Coordinated directors, clients, and production teams to maintain creative vision while delivering on time.

OCT 2010 – NOV 2017 | HEAD OF PRODUCTION | JELLY LONDON

Joined Jelly London as a Production Assistant and progressed to Head of Production.

- Managed the studio production team and oversaw multiple projects simultaneously.
- Developed strong leadership and managerial skills.
- Implemented production workflows and scheduling processes.
- Built strong relationships with clients, directors, and creative teams.

Skills

Problem Solving, Project Management, Budgeting & Scheduling, CG Pipeline, Client and Stakeholder management, Shotgrid, Adobe Photoshop

Education

2010

Bachelor's Degree in Animation at Dundee University

Activities

Plants & Gardening • Art • Yoga • Running • Gaming