

ALEX CALLEROS

WRITER | DIRECTOR | EDITOR

alexcalleros.com

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about me

Los Angeles-based writer, director, and editor with 15+ years of experience, a passion for cinematic storytelling, and a penchant for sci-fi.

Expert in Premiere Pro
Proficiency in Adobe Creative Suite

education

2005-2008

BACHELOR OF ARTS IN FILM & DIGITAL MEDIA

Film Production Concentration

University of California, Santa Cruz

professional experience

2022 - Present

BIOWARE | Senior Video Editor

- Senior Video Editor on the Cinematic Team for an upcoming AAA BioWare action RPG game.
- Responsibilities include creating engaging narrative sequences built for a AAA story-driven game using video assets sourced from Performance Capture and Virtual Camera capture sessions, as well as assisting the Cinematic Director with the preparation of Virtual Camera shoots to ensure all required footage is captured.
- Work in close collaboration with the entire Cinematic Team, including the Cinematic Director, Cinematic Designers, and Animators to ensure our Cinematic Team content is among the best in the world.

2020 - 2021

STORY MODE | Nebula Original Series on Video Game Storytelling

- Lead editor and writer for the Nebula original series analyzing the art of video game storytelling
- Responsibilities include conducting interviews with top game developers, pitching and writing scripts, editing together interview footage with game capture and voiceover narration, creating motion graphics, mixing audio, and color correction
- Recent episodes include deep dives on the storytelling of *Mass Effect 3* and *Cyberpunk 2077*

2018 - 2021

LESSONS FROM THE SCREENPLAY | YouTube Channel on Film & Television Storytelling

- Lead editor and writer for the hit YouTube channel (1.4+ million subscribers), co-host of the companion podcast *Beyond the Screenplay*
- Responsibilities include pitching and writing scripts, editing together film clips with voiceover narration and graphics, mixing audio
- Recent episodes include an in-depth analysis of the *Mass Effect* trilogy ("Why Mass Effect Should Be the Next Game of Thrones")

2018

EVIL GENIUS | Netflix Original Series

- Editor, associate producer, and post-production supervisor on all 4 hour-long episodes of the Netflix series
- Responsibilities included working closely with the director to shape the show's narrative arc, integrating notes and feedback from producers Mark & Jay Duplass and Netflix executives, overseeing all stages of post-production including motion graphics, music, sound mix, and color correction
- *Nominee: Outstanding Achievement in Nonfiction Series for Broadcast - Cinema Eye Honors Award*

2016

BEING GEORGE CLOONEY | Feature Film

- Editor of this feature documentary about the world of international audio dubbing for Hollywood films
- Responsibilities included working closely with the director to shape the stories of several main characters, finding and integrating creative b-roll, and supervising the film's final sound mix
- *Nominee: Best Documentary Film - Santa Barbara Film Festival*

2015

ANAMNESIS | Digital Series

- Co-creator, writer, director, editor, and producer of this 5-episode sci-fi narrative series
- Responsibilities included shepherding all 5 episodes of the series through each stage of pre-production, production, and post-production on an extremely limited budget
- *Nominee: Best Drama, Best Indie - The Streamy Awards*