

ALLISON CHARONI

Seattle, WA | 206 491 6044 | allisoncharoni@gmail.com

Highly motivated and creative team player with a multifaceted understanding of the film industry through experience in production and distribution.

EDUCATION

*Bachelor of Arts in Cinema Studies / **University of Washington***

Digital Arts & Experimental Media Minor

09/2013 – 06/2017

Magna cum laude, Phi Beta Kappa, Interdisciplinary Honors Program

EXPERIENCE

Reel Grls Productions / Seattle, WA

Director, Editor, Writer, Crew / August 2019 – Present, September 2013 – June 2017

Fulfill a variety of roles, on both individual and team assignments, creating professional video content for local organizations. Demonstrate understanding of camera operation, audio recording, and non-linear editing software (Premiere Pro, Final Cut Pro). Clients include Ignite Seattle, Seattle Department of Transportation, and the Seattle Storm Foundation.

Principal Media / Beverly Hills, CA

Staff Assistant / August 2018 – July 2019

Libra Intern / January 2018 – August 2018

Support daily activity of global distribution company, working with both Acquisitions and Sales Departments on research, contract drafting, rights tracking, and scheduling. Seek out films, series, and other video content of interest to add to distribution catalogue, communicating closely with content producers. Track relevant market news, keeping office up to date on content sales, emerging platforms/technology, and premiering films and series. Facilitate communication with buyers at channels and media platforms around the world.

Classroom Technology & Events (UW-IT) / Seattle, WA

Help Desk Assistant / March 2015 – June 2017

Provide efficient and empathetic technical support to University of Washington faculty, staff, and clients using Classroom Technology & Events (CTE) equipment. Consistently and promptly monitor department's communication systems, including email, multiline phone, and scheduling software. Troubleshoot technical issues and exhibit general knowledge of CTE's cameras, microphones, speakers, projectors, screens, and computers.