



# McKenzie Atwood

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## SUMMARY:

Video editor for animation with a wide range of experience, looking for editorial work!

## SKILLS:

Premiere Pro CC  
After Effects CC  
Media Encoder CC  
Audition CC  
Evercast  
Collaboration  
Sound Design  
Media Management  
Computer Science  
Compositing  
Red Giant Universe  
Enthusiasm!

## EDUCATION:

Georgia Tech (Atlanta)  
Bachelor of Science in Computational Media  
Graduated Summa Cum Laude Dec 2019

## EXPERIENCE:

### TITMOUSE INC

**ASSISTANT EDITOR** (*BEAVIS & BUTT-HEAD*) **JAN 2022 - PRESENT**

- Assist final picture editors in Adobe Premiere

**ASSISTANT ANIMATIC EDITOR** (*BEAVIS & BUTT-HEAD*) **JUN 2021 - DEC 2021**

- Prepared project files, built animatics, cut in revisions & generated scene labels in Adobe Premiere
- Ran edit sessions with showrunners and producers via Evercast

**DIALOG EDITOR** (*UNANNOUNCED PILOT*) **APR 2021 - JUN 2021**

- Edited and organized all dialog from raw records into finished radioplay

**PRODUCTION COORDINATOR** (*BLESS THE HARTS*) **MAY 2020 - JUN 2021**

- Created a retakes pipeline for a large team of artists and directors
- Managed assets, delegated tasks to in-house artists, tracked episode progress, and shipped materials to overseas studios

**PRODUCTION ASSISTANT** (*BLESS THE HARTS*) **JAN 2020 - MAY 2020**

- Optimized, automated, and documented workflows for storyboards

### CARTOON NETWORK

**HOST OF THE STEVEN UNIVERSE PODCAST** **JUN 2017 - MAY 2019**

- Hosted and launched Cartoon Network's first official podcast
- Conducted fan outreach, outlined episode topics, chose guests, and conducted interviews
- Collaborated with studio executives to create over 50 episodes

**PRODUCTION INTERN** (*STEVEN UNIVERSE*) **JUN 2017 - AUG 2017**

- Organized production materials, pulled references for designers, and managed assets

**CN SOCIAL MEDIA** (*FREELANCE*) **NOV 2016 - APR 2019**

- Created image and video posts for Cartoon Network's social media audience of 30+ million using Premiere

**CN GAMES QA INTERN/CO-OP** **JAN 2016 - AUG 2018**

- Performed QA for console and mobile games at Cartoon Network, managed priorities from producers

### MKATWOOD

**YOUTUBE CHANNEL MKATWOOD** **OCT 2015 - MAY 2020**

- Created channel and regularly posted original edits & remixes of cartoons
- Grew channel to 375k+ subscribers and 100+ million views