

Charles Gunn

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www.rungunn.com

Education

MFA, Film & TV Production
University of Southern California
Jan 2024 – Present

B. Kin, Health Sciences
University of British Columbia
2013 – 2018

Scholarships

Hollywood Foreign Press Association (USC)	\$30,000
James Bridges and Jack Larson Fund (USC)	\$24,000
Hobson/Lucas Family Foundation (USC)	\$3,700
Mary Pickford Fund (USC)	\$2,000

Skills

Production: Movie Magic Budgeting/
Scheduling, SAG-AFTRA Protocols, Risk
Assessment, International Logistics.

Technical: Unreal Engine 5, LED Volume
Workflow, Pro Tools, Logic Pro, Avid,
Adobe Creative Cloud, DaVinci Resolve.

Languages: English, French

Select Clients

Google Cloud, Bang & Olufsen, Advance
Auto Parts, Novo Nordisk, Siemens Gamesa.

Experience

Lead Producer | How I Died (And Lived To Tell The Tale)

Apr 2025 – Dec 2025, Los Angeles

- Managed \$13.5k budget and 80+ person crew, orchestrating a complex multi-day schedule highlighted by a production day at the Universal Studios Backlot
- Produced In-Camera VFX on an LED Volume, managing real-time troubleshooting to ensure zero technical downtime.

Technical Supervisor & Mentor | USC

Jan 2025 – Dec 2025, Los Angeles

- Mentored 15 graduate students through the full post-production sound pipeline, troubleshooting complex Pro Tools and mixing issues under tight deadlines.
- Acted as technical translator for directors, demystifying Unreal Engine 5 concepts for ambitious previsualizations.

Lead Producer | Area 27, Dodge Viper Commercial

Jul 2025 – Oct 2025, British Columbia

- Produced a high-stakes automotive spot, managing a \$10k budget and international logistics for an LA-based crew in British Columbia.
- Orchestrated precision stunts and high-speed car-to-car tracking shots on a closed circuit, ensuring strict safety compliance.
- Oversaw technical setups (car mounts, drones, pursuit vehicles) to deliver premium commercial production value on an indie budget

Creative Lead | Implement Consulting Group

Sep 2020 – Jul 2022, Copenhagen

- Directed a team of 5 editors/designers, overseeing the lifecycle of video assets for top-tier corporate clients.
- Spearheaded creative strategy and concept development, ensuring strict alignment with brand guidelines.
- Delivered creative for firm's highest-performing campaign to date, generating 2M+ impressions.

Editor & Motion Designer | Implement Consulting Group

Sep 2018 – Sep 2020, Copenhagen

- Executed end-to-end video production (shooting, editing, animation) for internal and external corporate communications.