

John S. Moody

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EDUCATION

- 2016 Master in City Planning, MIT, Cambridge, MA
City Design & Development Group
- 2007 BA Film & Video, Pacific University, Forest Grove, OR
Minor in Politics & Government; semester at University of Granada, Spain

WORK EXPERIENCE

- 2016 – Co-Founder / Creative Director, Invisible Cities Studio, Los Angeles, CA
- Direct strategies & projects for collaborative design studio that helps clients create inclusive cities & urban spaces using artistic media. Partners include City of Las Vegas, SOM, American Academy of Arts & Sciences.
- 2010 – Digital Imaging Technician / Camera Utility,
International Cinematographers Guild, Los Angeles, CA
- Design & supervise on-set digital workflow for major film productions. Staff positions include *New Girl* (Fox TV), *How to Get Away with Murder* (ABC).
- 2009 – 2012 Digital Utility / Camera Production Assistant, Los Angeles, CA & Portland, OR
- Freelance on-set camera crew duties for studios including Fox TV, HBO Sports, History Channel. Clients included Apple, Mitsubishi, Intel.
- 2006 – 2011 Videographer / Camera Operator, Portland, OR
- Freelance. Clients included National Geographic Expeditions, Portland Community College, Discovery Channel Canada.
- 2007 – 2010 Production Assistant, Portland, OR

Freelance duties on set & in office for over 25 film productions, from major studio features to commercials for Toyota, Chrysler, Nike.

2001 – 2010 Director / Producer, Moodyfilm, Pullman, WA & Portland, OR

Created promo videos for organizations including Pacific University, Washington State University, Whitman County Public Health, Metriguard Inc.

2003 – 2007 Student Leader, Pacific University Outback, Forest Grove, OR

Work-study in Pacific University's outdoor recreation program. Led outdoor excursions, instructed participants, ran office, maintained equipment.

AWARDS AND DISTINCTIONS

2019 [Finalist](#), *Redemption Square*, Istanbul Architecture & Urban Films Fest, Turkey
 2019 [Best Film](#), *Redemption Square*, Documentary Short Film Festival, LA, CA
 2018 [Honor Award](#), *Marnas Garden*, ASLA Professional Awards
 2018 [Best Documentary Short](#), *Redemption Square*, DTLA Film Festival, LA, CA
 2018 [Finalist](#), *Redemption Square*, Architecture & Design Film Festival, NY, NY
 2017 [Best Urban Design Film](#), *Redemption Square*, Better Cities Film Fest LA, CA
 2014 – 2016 Half-tuition Fellowship, MIT Department of Urban Studies & Planning
 2015 Bill Mitchell ++ Fund, MIT School of Architecture & Planning
 2015 William Emerson Travel Grant, MIT Department of Urban Studies & Planning
 2015 [Best Urban Design Film](#), *the cerebral city*, Better Cities Film Festival, LA, CA
 2003 – 2007 Presidential Scholarship, Pacific University
 2002 Eagle Scout Award, Boy Scouts of America

SELECTED PUBLICATIONS

2020 Director, [The Civil Justice Gap](#) (American Academy of Arts & Sciences)

As part of the American Academy of Arts & Sciences' efforts to increase access to civil legal assistance, I created a short PSA to introduce America's crisis of civil justice into the national conversation about social justice.

2019 Project Director, [The Real Las Vegas](#) (City of Las Vegas)

As part of the City of Las Vegas' efforts to revitalize its historic downtown, I spearheaded the development of a community storytelling and collective

visioning campaign to elevate local experiences of the city that have been overshadowed by its Strip-focused media apparatus and "old white guy" versions of its history.

2018 Co-Director, [Poetic Structure](#) (Skidmore, Owings & Merrill LLP)

To capture the interdisciplinary spirit in the work of SOM, I spearheaded a short media campaign about their "Poetic Structure" exhibition in the 1921 Schindler House in West Hollywood that highlighted curious connections between early modernism and current design practice.

2018 Director, [To See the Invisible](#) (Cooper Hewitt National Design Awards)

For author, photographer, and landscape architect Anne Whiston Spirn's submission for a National Design Award in the category of "Design Mind," I created a short narrative experience which captured the motivations and philosophy behind her life's work. She subsequently won the award.

2018 Director, [Redemption Square](#) (Invisible Cities Studio)

To reimagine how people see and think about public spaces, I created a short documentary and web series about Pershing Square in Downtown Los Angeles that uncovers an enduring cultural conflict and reveals an inclusive vision for the park's future through the eyes and memories of its users.

Public screenings:

Istanbul Int'l Architecture & Urban Films Fest, Istanbul, Turkey (Oct 2019)

Buenos Aires Film Festival, Buenos Aires, Argentina (Aug 2019)

Los Angeles Poverty Dept. Free Movie Nights, Los Angeles, CA (Aug 2019)

Shahr Urban International Film Festival, Tehran, Iran (Jul 2019)

Documentary Short Film Festival, Los Angeles, CA (Apr 2019)

Architecture & Design Film Festival, Los Angeles, CA (Mar 2019)

Architecture & Design Film Festival, Washington, DC (Feb 2019)

SF Urban Film Festival, Los Angeles, CA (Nov 2018)

Architecture & Design Film Festival, New York, NY (Oct 2018)

DTLA Film Festival, Los Angeles, CA (Oct 2018)

New Urbanism Film Festival, Los Angeles, CA (Oct 2017)

2017 Multimedia Designer, [Marnas Garden](#) (MIT DUSP)

For an interactive website about a renowned garden in Southern Sweden, I helped synthesize the designer's writings and thousands of photographs from over fifty years into a series of video narratives that allow visitors to encounter

and experience the designer's ideas across space and time. The project won an ASLA Honor Award in 2018.

- 2016 Author, [*Imagine Pershing Square: Experiments in Cinematic Urban Design*](#) (MIT DUSP)
- Master's thesis testing the creation of immersive film narratives to incorporate diverse user perceptions into process of designing public spaces.

- 2015 Director, [*the cerebral city*](#) (City of Melbourne, Australia)

To convince people that it's possible to create amazing places of discovery through creative reuse of older urban frameworks, I made a cinematic meditation that reflects on my own discovery of the curious laneways and public spaces of Melbourne, Australia and the techniques that the city's designers used to bring them to life.

Public screenings:

UN World Urban Forum, Abu Dhabi, United Arab Emirates (Feb 2020)
 Fern Alley Sidewalk Cinema, San Francisco, CA (Jul 2019)
 Architecture & Design Film Festival, New York, NY (Oct 2018)
 SF Urban Film Festival, San Francisco, CA (Nov 2017)
 Better Cities Film Festival, Los Angeles, CA (Oct 2017)
 City Mojo Film Festival, Perth, Australia (Mar 2017)
 New Urbanism Film Festival, San Antonio, Texas (Nov 2016)
 Milano Design Film Festival, Milan, Italy (May 2016)
 Best of New Urbanism Film Festival, Santa Monica, CA (Feb 2016)
 SF Urban Film Festival, San Francisco, CA (Nov 2015)
 New Urbanism Film Festival, Los Angeles, CA (Oct 2015)

LECTURES AND ADDRESSES

- Feb 2021 Panelist, ["The City in History: The Use of Film in Planning & What We Learned from the World of Tomorrow"](#) SF Urban Film Fest, San Francisco, CA
- Apr 2019 Presenter, "Redemption Square: Cinematic Storytelling for Inclusive Design"
 Clive Wilkinson Architects, Culver City, CA
- Mar 2019 Panelist, ["Program 2: That Far Corner & Redemption Square"](#)
 Architecture & Design Film Festival, Los Angeles, CA
- Nov 2018 Panelist, ["Collective Memory in the Civic Commons"](#)

SF Urban Film Festival, San Francisco, CA

Sep 2017 Lecturer, "[The Power of Storytelling in Community Planning](#)"
APA California Chapter Conference, Sacramento, CA

Apr 2017 Panelist, "[Redemption Square Film Screening with John Moody](#)"
MIT School of Architecture and Planning, Cambridge, MA

COMPETITIONS AND BIDS

Jun 2018 Video Facilitator, *General Plan Update* (City of Culver City, CA)
Team: Skidmore, Owings & Merrill LLP

Jan 2018 Project Leader, *Streets of Los Angeles: A Participatory Archive* (Getty Research Institute)
Team: Fay Darmawi, Sue Ding, James Rojas, David Vega-Barachowitz

Feb 2017 Project Leader, *Imaginate Monterrey: Cinematic Vision for the Future of Monterrey, Mexico* (Capital Natural)
Team: Javier Leal Navarro, David Vega-Barachowitz

DESIGN TRAINING

MIT Department of Urban Studies & Planning:

Intro to Spatial Analysis, Urban Design and Development, Urban Design Politics, Urban Design Seminar, Urban Design Skills, Urban Design Studio, Urban Sustainability in Action, Web Mapping Workshop

Harvard Graduate School of Design:

Mapping: Geographic Representation & Speculation; Meteorological Reveries: On Atmosphere, Sensation & the Design of Public Space; Urban Cultural Ecologies of Progressive Places

Concept Design Academy, Pasadena, CA:

Analytical Figure Drawing, Architecture for Worldbuilding, Dynamic Sketching, Head & Figure Drawing, Sketching for Environment

Animation Guild, Burbank, CA

Active Anatomy, Figure Drawing, Fundamentals of Perspective

PROFESSIONAL MEMBERSHIPS

2010 – International Cinematographers Guild, IATSE Local 600
 2014 – 2016 American Planning Association

SELECTED FILM CREW POSITIONS

2020	<i>American Crime Story: Impeachment</i> (FX)	Digital Imaging Technician
2019 – 2020	<i>How to Get Away with Murder</i> 2 nd unit(ABC)	Digital Imaging Technician
2019	<i>68 Whiskey</i> 2 nd Unit (Paramount)	Digital Loader
2018	<i>Blockers</i> LA unit (Universal Pictures)	Digital Imaging Technician
2018	<i>Cosmos: Possible Worlds</i> (Fox TV)	Digital Loader
2018	<i>Black-ish</i> Ep. 601 (ABC)	Digital Loader
2018	<i>The Fix</i> 2 nd Unit (ABC)	Digital Loader
2011 – 2017	<i>New Girl</i> Seasons 1, 2, 3, 7 (Fox TV)	Digital Imaging Technician
2011	<i>Switched at Birth</i> Season 1 (ABC Family)	Digital Imaging Technician
2011	<i>Family Album</i> Pilot (Fox TV)	Camera Utility
2010	<i>Men of a Certain Age</i> (TNT)	Digital Imaging Technician
2010	<i>Friends with Benefits</i> Season 1 (NBC)	Camera Utility

SELECTED VOLUNTEER EXPERIENCE

2005 Community Volunteer, Navajo Service Learning, Lukachukai, AZ
 2005 Sailing Voyage Leader, Pacific University Voyages, Forest Grove, OR
 2004 Student Leader, Pacific University Orientation, Forest Grove, OR

INTERPERSONAL SKILLS

Active listening, client relations, community engagement, cultivating inclusive social environments, demystifying industry jargon, hiring & managing consultants, interviewing, keeping cool under pressure, public speaking, team management, workshop facilitation.

HARD SKILLS

2D animation, 3D modeling, cinematography, content strategy, contract negotiation, creative briefs, creative direction, color correction, critical research, design thinking, digital workflow management, documentary directing/producing, GIS analysis, grant/proposal writing, market research,

photography, pitch decks/slides, project management, qualitative research methods, quantitative analysis, screenwriting/scripting, sketching, video editing, visual storytelling.

SOFTWARE

Expert/Advanced:

Adobe Creative Suite, Davinci Resolve, Esri ArcGIS, Google Drive, Microsoft Office, McNeel Rhinoceros.

Intermediate:

Autodesk Autocad & Maya, HTML/CSS/Javascript, Google Sketchup.

LANGUAGES

Written & oral proficiency in Spanish.