

John S. Moody

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portfolio: <http://moody.studio/>

linkedin: <https://www.linkedin.com/in/johnsmoody>

film credits: <https://www.imdb.com/name/nm3076175/>

EDUCATION

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

EMPLOYMENT

- 2016 – Co-Founder / Creative Director, Invisible Cities Studio, Los Angeles, CA

Direct strategy & 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.
- 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.
- 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

2019	Finalist, <i>Redemption Square</i> , Istanbul Architecture & Urban Films Fest, Turkey
2019	Best Film, <i>Redemption Square</i> , Documentary Short Film Festival, LA, CA
2018	Honor Award, <i>Marnas Garden</i> , ASLA Professional Awards
2018	Best Documentary Short, <i>Redemption Square</i> , DTLA Film Festival, LA, CA
2018	Finalist, <i>Redemption Square</i> , Architecture & Design Film Festival, NY, NY
2017	Best Urban Design Film, <i>Redemption Square</i> , 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, <i>the cerebral city</i> , Better Cities Film Festival, LA, CA
2003 – 2007	Presidential Scholarship, Pacific University
2002	Eagle Scout Award, Boy Scouts of America

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, written & oral proficiency in Spanish.

HARD SKILLS

2D animation, 3D modeling, cinematography, content strategy, contract writing, 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

Adobe Creative Suite, Davinci Resolve, Esri ArcGIS, Google Drive, Microsoft Office, McNeel Rhinoceros, Autodesk Autocad & Maya, HTML/CSS/Javascript, Google Sketchup.