

Michael Freedman

FILM EDITOR

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PROFILE

I am a highly motivated film editor with a keen eye for detail and a passion for animation and VFX. I believe that at its core, film editing is a collaborative process and whether it be in a creative or technical role, I feel most at home when I am working as part of a team helping to bring the director's vision to life.

The prospect of entertaining audiences, strong and original storytelling and the ever evolving relationship between art and technology are the aspects of film making that propel me forward and inspire me the most.

SELECTED CREDITS

Disenchanted

Feature Film
2021

Previs Editor

Walt Disney Studios
Dir: Adam Shankman

The House

Three-Part Original Series
2020

Visual Effects Editor

Netflix
Prod: Nexus Studios

Fate: The Winx Saga

Six-Part Original Series
2019-20

Visual Effects Editor

Netflix
Showrunner: Brian Young

Shaun The Sheep Movie:

Farmageddon

Feature Film
2018-19

Visual Effects Editor

Aardman Animations
Dir: Will Becher & Richard Phelan
Oscar Nomination: Best Animated Feature (2021)
BAFTA Nomination: Best Animated Feature (2019)

Aladdin

Feature Film
2017

Previs Editor

Walt Disney Studios
Dir: Guy Ritchie

Star Citizen: Squadron 42

Video Game
2015-17

Lead Editor

Cloud Imperium Games
Dir. Chris Roberts

Avengers: Age Of Ultron

Feature Film
2014

Performance Capture Editorial

Marvel Studios (*On-Set with The Imaginarium Studios*)
Dir. Joss Whedon

The Legend Of Tarzan

Feature Film
2014

Additional Assistant Editor

Warner Bros
Dir. David Yates

The Quiet Hour

Feature Film
2014

Editor

Frenzy Films
Dir. Stéphanie Joalland

TESTIMONIALS

“A stop-motion feature film like Shaun is really a thirteen hundred shot vfx shoot... it's a lot of plates to spin and Michael did it brilliantly, putting in long, long hours, making temps and turning over shots, updating vendors and always keeping an eye on the cut and always with a smile and a great attitude. You can't ask for more than that!”

Sim Evan-Jones, ACE Editor of Shaun The Sheep Movie: Farmageddon - Aardman Animations

“Michael is a collaborative team member that contributes creatively to pacing, story and shot design. He was really good at mixing media from various departments, creating a hybrid of previs with drawings, traditional animation, CG and live action.”

Tim Harrington Animation Supervisor on Aladdin - Industrial Light & Magic

OTHER INFORMATION

- Interview with Avid about my work on the video game Star Citizen:Squadron 42, please read it here
- Full references available upon request