

GALEN YOUNG

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WRITER / SCREENWRITER

Summary

Writing and Copy Editing | Motion Design and 3D Animation | Video Editing and Post-production

Talented and creative writer and motion designer, with extensive experience developing captivating stories and video projects. Collaborative team player brings a dedication to detail, overcoming technical issues and grace under pressure.

Screenwriting and Editing • Content Creation • Film Production

3D Animation • Video Editing • Graphic Design

PROFESSIONAL EXPERIENCE

Kulture Void Pictures, Bothell, Washington

3/2003 – Present

Screenwriter (3/2003 – Present)

Conceptualize and write original feature length and short film screenplays. Conduct extensive research to define and create new stories in the science fiction genre.

Screenplay samples available for reading on my website: www.kulture-void.com

Example SF genre loglines:

Jam the Flow

Escaping from an underground bunker years after a nuclear war, a NSA surveillance agent discovers civilization still exists and now her agency is out to kill her. She joins a gang of media hackers who help her expose the truth behind the war.

Punch Card

An American programmer working for IBM in 1937 is sent to Berlin to help the Third Reich customize their punch card systems. When he learns how the data collected is being used, he begins to question the ethics of his work in the project.

Motion Graphics Designer (7/2010 – Present)

Communicate with clients, including Microsoft, Acura, Juniper Networks, Edge Creative and Make It Matter, to gather requirements and establish project goals. Collect and organize media, build and edit videos with After Effects, Cinema 4D and Premiere Pro.

Axis Studios, Inc., Seattle, Washington

11/1995 – 3/2003

Principal, Creative Director

Directed a visual communications studio specializing in corporate website design; clients included the Paramount Theatre and Disney's Animal Kingdom Theme Park. Mentored a team of five designers and programmers while leading the creative process. Conducted client presentations and oversaw video editing, motion graphics and post-production services, as well as graphic design services for print media production. Conceptualized company branding, handled advertising and wrote press releases. Designed, hand-coded and copy edited corporate websites.

EDUCATION

Film Production & Screenwriting – Humboldt State University, Arcata, California

9/1981 – 6/1983

Coursework covered 16mm photography, lighting, editing, sound mixing, negative cutting and production.

TECHNOLOGY

Screenwriting and Copy Editing: Final Draft, LibreOffice

Video Editing, Motion Graphics, Image Editing: DaVinci Resolve, Fusion, After Effects, Photoshop, Illustrator

3D Animation, 3D Modeling, Game Design: Unreal Engine, Blender, ZBrush

Audio Editing and Music Production: Ableton Live, Cubase Pro, WaveLab Pro, SpectraLayers Pro
