



# William Thomas Filmmaker

 w.thomas\_photography.video

## Interests

Films/Cinema  
Music  
Photography  
Playing the Cornet

## Profile

I will be graduating BA (Hons) Creative Media this Summer (2024). Being immersed to various different types of media has allowed me to develop my skills, focusing on Filmmaking and Animation. I have experience for a variety of software's including the Adobe creative software. I strive to create the best possible work.

## Skills Software

Adobe InDesign  
Adobe Photoshop  
Adobe Illustrator  
Adobe Premiere Pro  
Adobe After Effects  
Microsoft Office  
Unity  
FlipaClip

## Soft

Dependability  
Problem solving  
Creativity  
Team work  
Adaptability  
Time management

## Education

### GCSE's (2014 - 2019)

Media Studies (7)  
Maths, Science, English, History,  
Music and Religion (4-6)

### A levels (2019 - 2021)

Media Studies (C)  
Psychology (C)  
Music Performance (Distinction)

### Undergraduates Degree (2021-2024)


BA (Hons) Creative Media


### Postgraduates Degree (2024-2025)


MSc Digital and Social Media Marketing



## Contact Me

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# Experience



Career Mentor Program  
Different View, Drew Graves

Nov. 2023 - May. 2024

As a participant in the career Mentor Program, I engaged in a transformative experience that accelerated my growth and understanding within the industry. Collaborating with a professional, I honed my skills in various aspects of filmmaking, including pre-production, production, and post-production.

Collaboration project

Sept. 2023 - Dec. 2023

The collaborative project "Broken Pieces" brought together the creative talents of a character designer and a classical musician, whose evocative piece of music shared the project's name. With their invaluable contributions, I embarked on the journey of crafting a short animation film that resonated deeply with its audience. Collaborating closely with the character designer allowed me to breathe life into captivating visual narratives, while the emotive depth of the classical music composition infused each frame with profound emotion and resonance. Together, our synergy transformed "Broken Pieces" into a powerful fusion of visual and auditory storytelling.

Interactive and  
Immersive Media

Sept. 2022 - Jan. 2023

Taking part in the immersive media module exposed me to cutting-edge technologies and creative storytelling techniques, which was an incredible learning curve. By stretching the limits of my technical abilities and creative imagination, creating the virtual reality game "Satan's House" forced me to investigate the complexities of virtual reality creation. I gained an understanding of the subtleties of spatial design, interactive gameplay mechanics, and user experience optimisation through this project, which allowed me to explore the world of immersive storytelling.

Transmedia Branding

Jan. 2022 - May 2022

Participating in the transmedia module proved immensely beneficial in honing my skills and expanding my creative horizons. Working collaboratively within our group, Seas Arising, allowed me to leverage the collective expertise and perspectives of my peers, fostering a dynamic environment for learning and innovation. As I assumed the responsibility of creating both a website and a short animation, I was compelled to navigate diverse digital platforms, honing my proficiency in web development and animation design. This multifaceted approach not only deepened my technical abilities but also cultivated a holistic understanding of transmedia storytelling principles, emphasizing the seamless integration of narrative across various mediums to engage and captivate audiences.