

SAM VOLLEN

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Creative Producer/Editor/Motion Graphics

I have over 25 years of experience working in entertainment across multiple roles; from broadcast design and live events, to TV post-production and editing. I designed in-game entertainment for NBA arenas for over 15 years, and have been an editor, supervising editor and producer on television shows for networks such as History Channel, National Geographic and Comedy Central. I am a true creative generalist, with expert level skills in motion graphics, design and editing. I have also shot and produced live comedy for Comedy Central, as well as producing/editing network promos and sizzles. No matter the project or medium, my specialty is evoking strong emotions through the use of sound, imagery and storytelling.

Selected recent credits:

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|----------------------------------|-------------------------------|---------------------------|
| • BERMUDA TRIANGLE | HISTORY/Lone Wolf | Editor |
| • SECRET RESTORATION | HISTORY/Spoke | Editor |
| • SOMETHING BIT ME! | NAT GEO/Renegade 83 | Supervising Editor |
| • MICHAEL KOSTA One-Hour Special | COMEDY CENTRAL | Producer/Editor |
| • JOIN OR DIE/CRAIG FERGUSON | A&E/New Wave Ent. | GFX/Show Packaging |
| • EQUITY ANGELS | HGTV/51 Minds | Story Producer/Editor |
| • FOLLOW THE RULES | MTV/51 Minds | Editor/GFX/Show Packaging |
| • THE JESELNİK OFFENSIVE | Comedy Central | GFX/VFX |
| • WALL OF FAME | NBC/Lock and Key | GFX/VFX |
| • PARENTAL DISCRETION | Nick Jr./Magical Elves | Editor/GFX/Show Packaging |

NBA ENTERTAINMENT

Secaucus, NJ-Los Angeles / 2000 – 2018

Art Director/Designer – Contract

- Design in-game entertainment for the NBA's production group, NBA Entertainment—including 10 NBA All-Star games, 2 NBA Finals, and Global Games in Istanbul and London.
- Work with sponsors to design content for branded events and execute that creative across multiple formats and aspect ratios; including broadcast, jumbotron, ribbon-fascia and arena marquees.
- Create a workflow to track and manage hundreds of animations leading up to NBA special events.
- Experience working in over a dozen venues, including internationally in England and Turkey.

TELEVISION DEVELOPMENT

Los Angeles / 2012 – 2023

Predictor – Ongoing Freelance

- Produce, edit and package television development projects for production companies such as MGM, Endemol/Shine, 44 Blue, and Shed Media.
- Focus on docu-reality and comedy projects.

SKILLS

Adobe After Effects, Premiere Pro, Davinci Resolve, Photoshop, Illustrator, AVID, Final Cut X, Cinema 4D, Excel and Keynote.

EDUCATION

Syracuse University – S.I. Newhouse School of Public Communications

B.S. in Public Communications, May 1997

Major: Television, Radio, and Film Production

OTHER: Syracuse University Men's Lacrosse Team – 1995 NCAA Division One National Champion