

Don Barfuss

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CAREER HIGHLIGHTS

2019—2021 | **Post-production Coordinator** | Field of Honor

- Coordinated team of post-production students across various disciplines, including editing, color correction, visual effects, additional dialogue recording, sound design and mixing, and music editing and composition
- Managed grant money allocation across multiple years to ensure all tasks could be completed without wasted funds

2014—2015 | **Co-Founder / Content Producer** | Syre Media

- Developed innovative, market-first production techniques based on research and informed by client requests
- Assisted in the creative direction, script development, and client outreach on all projects
- Conducted extensive research of current production trends and processes to create a unique brand style
- Animated and edited each video produced, utilizing software like Adobe Premiere and After Effects

2012—2014 | **Creative Director** | Ydraw

- Developed over 150 videos, collaborating with internal and external teams of artists, editors, and voice over talent
- Worked with client's marcom directors, C-level executives, or company owners to establish project vision and scope
- Built and maintained positive, professional relationships with clients like Intel, Verint, Tektronix, and more
- Collaborated with internal and external teams on creative vision, ensuring each party was invested in project's success
- Helped grow company from <\$1M in revenue and under 10 employees to >\$3M and over 20 employees
- Improved efficiency of existing project pipeline and built schedule for deliverables to assist in rapid expansion

HIGHER EDUCATION

2022 | **Bachelor of Science** in Digital Cinema Production, *summa cum laude* | Utah Valley University

CREATIVE PORTFOLIO

Professional Training

FEATURE FILM DEVELOPMENT PACKAGE

- Created an industry-standard development package for a feature screenplay by: assessing its market viability through comparative picture analysis; estimating film and marketing budgets, ancillary market returns, tax incentives, and brand promotions; then pitching the full collateral package to potential investors.

DOCUMENTARY DEVELOPMENT AND PITCH

- Developed concept with focus on access and story; shot 7 hours of footage over several months, edited into 3-minute sizzle reel with accompanying pitch deck; presented to panelists including the current Utah Film Commissioner.

TV SERIES DEVELOPMENT AND PITCH

- Created series outline and both a written and verbal pitch, to industry standards; presented to faculty-run studio.

TV SERIES WRITERS ROOM

- Developed a 7-episode series alongside producers, showrunner, and team of writers; wrote series finale.

SCRIPT CONSULTANT

- Lead consultant on 6 consultation sessions and part of the consulting team for another 50 sessions. Consultations conducted using applied Frank Daniel Methodology to guide writers toward workable solutions for their next draft. Scripts in development range from short films and series to feature films.

FILMQUEST CONTEST JUDGE

- Completed screenplay assessment and coverage across two years of the first round of judging for an international genre film and screenplay contest.

Current Productions

Resonance (short film). Position: writer/director. Senior capstone/thesis project for degree at UVU; in post-production and preparing for submissions to major film festivals over the next year.

Kaleidoscope – working title (screenplay). Position: writer. Feature version of *Resonance* currently in development.

Untitled Project (screenplay). Position: writer. WWII period drama set in Indonesia; in development with local producer.

Completed Projects

- April 2022, *Unmasked*, sizzle reel. Position: director, editor.
- April 2022, *Transomino*, sizzle reel. Position: cinematographer, editor.
- October 2021, *Quantum High*, short film. Position: script supervisor.
- June 2021, *Field of Honor*, short film. Position: post-production coordinator, co-editor.
- April 2021, *Remit*, short film. Position: writer/director.
- April 2020, *LONE / SUM*, short film. Position: writer/director.
- November 2019, *Honor*, short documentary. Position: director.
- December 2018, *Eron*, short documentary. Position: director.
- December 2018, *Copernicus*, short film screenplay. Position: writer.
- December 2017, *Bliss*, short film. Position: writer/director. Class project, chosen for production over 11 others.
- January 2017, *Copernicus*, series pilot screenplay. Position: writer.
- August 2016, *Reveries*, full-length album. Position: producer.
- March 2016, *Inherent*, short film screenplay. Position: writer.
- December 2015, *Until Then*, short film. Position: writer/director.
- October 2015, *Settle*, short film. Position: writer/director.
- October 2015, *In Due Time*, short film. Position: actor.
- June 2015, *Day One*, short film. Position: writer/director. Earned “Best Actress” award for the lead performance.
- October 2014, *Tenebra*, short film. Position: writer/director.
- August 2014, *Metus*, short film. Position: writer/director.
- August 2014, *Civilization IV (Baba Yetu)*, music video. Positions: director, performer.
- June 2014, *Super Mario 64 (Dire Dire Docks & Theme)*, music video. Positions: director, performer.
- June 2014, *Silence*, short film. Position: writer/director. Earned “Best Writing” and “Best Actress” awards.
- October 2013, *Kingdom Hearts (Dearly Beloved)*, music video. Positions: director, performer.
- April 2013, *Final Fantasy (Prelude & Theme)*, music video. Positions: director, performer. Featured on Kotaku Japan.
- February 2013, *Zelda Medley*, music video. Positions: director, performer.