

JOAQUIN BARLOW

3135 Greenfield Avenue, Los Angeles CA 90034

<https://joaquinbarlow.myportfolio.com>

joaquinbarlow@gmail.com

(626) 633-7200

EDUCATION

UCLA - Design Media Arts

Expected Graduation: May 2018

La Salle High School

Class of 2014 - Magna Cum

SOFTWARE

Film and Video

Premier, After Effects, Final Cut Pro, Arena

Graphic Design

Photoshop, Illustrator, InDesign

Games and Programming

Maya, Unity, P5js, HTML, CSS

ACTIVITIES & HONORS

Tree People - Volunteer

2017, 2018

UCLA - Student Committee for the Arts

2015, 2016, 2017

2013 Silent Movie Honorable Mention

Student Television Network

2012 Sally Award - La Salle Film Festival

Lancer Television Program

EXPERIENCE

Hammer Museum Sept 2017 - Present

Audio Video Assistant

Roles and Responsibilities:

Videography, lighting and production assistance during

live performances, multimedia shows and concerts

Exhibition and gallery installation and assistance

Inventory of audio video equipment

Control Music Group Jun 2016 - Sept 2016

Design and Media Intern

Roles and Responsibilities:

Designed one sheets and EPKs for signed artists

Designed and illustrated EP, LP and single artwork

Edited promotional videos for signed artists

Edited visual content for live shows

Designed promotional graphics for touring artists

Pet Gorilla Jun 2017 - Sept 2017

Design and Production Intern

Roles and Responsibilities:

Treatment research and design

Film test editing and visual effects

Production assistance on set

Marketing and merchandise design

Radical Sensing Jul 2015 - Aug 2015

Media Intern / Research and Development

Roles and Responsibilities:

Marketing research and press kit development

Videographer for performative prototypes

Video editing and compiling

Design of basic command map

Photo documentation

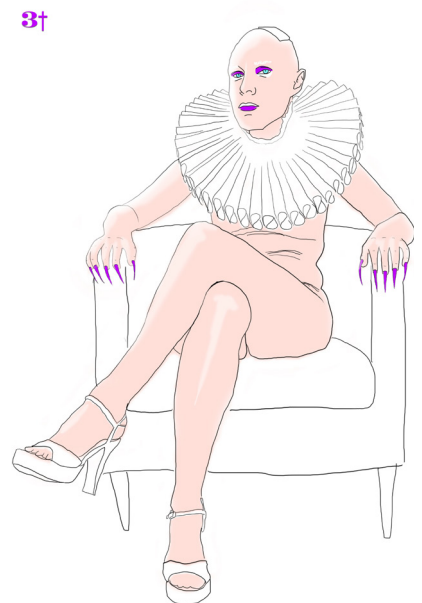
SENIOR PROJECT

DESCRIPTION

My project is a looping narrative video split into four scenes. Each scene functions as a distinctive character portrait. The first portrait introduces the main character, an unassuming military officer lost in a blizzard. The main character finds shelter in a mysterious bunker with a single hallway leading to three doors. In each subsequent scene, our unnamed protagonist encounters a new otherworldly character, interacting with them to different degrees but ultimately leaving for the next room in the bunker. The third and final room our protagonist enters is made up of endless white space and the new supernatural character he meets compels him to walk into the white abyss, prompting a soft cut via cross dissolve to the whiteness from the blizzard in the first scene.

The video consists of live action footage and stop motion animation. The world the main character comes snowy animated landscape. Each of the three doorways inside the bunker transitions to the live action scenes in their respective rooms. Both live action and stop motion scenes use a homemade visual aesthetic for sets and characters that is juxtaposed with dramatic lighting, camera work and heavily stylized acting. The overall effect is a series of bizarre, dreamlike encounters that highlight the general ethos of each room and the otherworldly character residing in that space.

DOCUMENTATION/CONCEPT ART

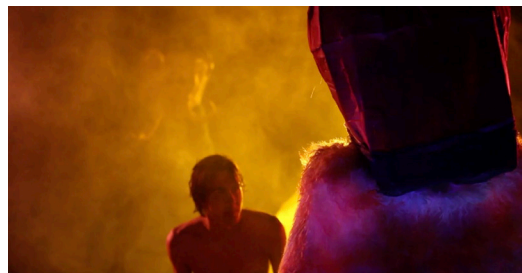
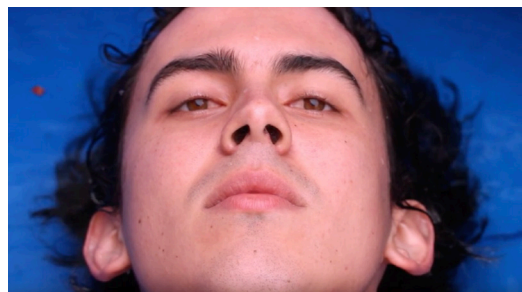


PREVIOUS WORK

EXPECATIONS

2017

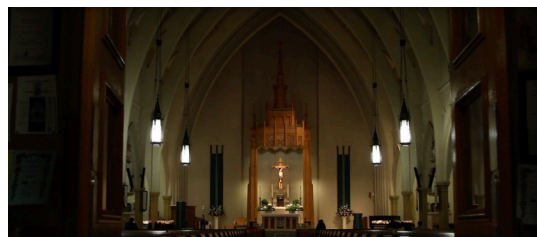
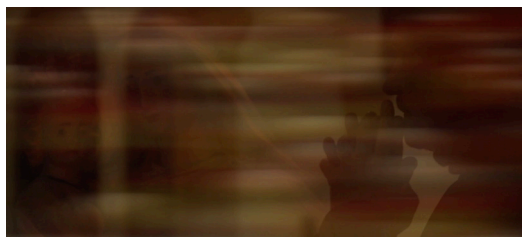
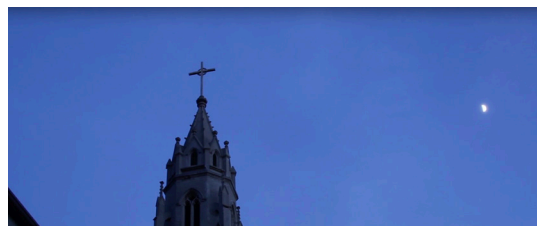
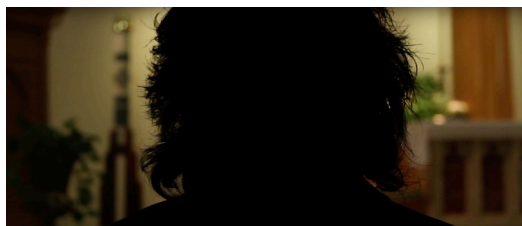
This video project from 2017 was commissioned to accompany Ellington Peet's debut EP *Expecations*, which is due for release in June 2018. I directed, shot and edited the 6 minute music video as well as designed and built its signature set and costume pieces.



SANCTUM

2017

This short video follows one man's divine encounter. I shot and edited this video as part of a video production studio at UCLA's School of Arts and Architecture. Sounds produced by Ellington Peet.



BOYS NIGHT

2016

This video project from 2017 was commissioned for Apollo Soul's single *Boys Night*. The video was backed on Kickstarter for \$1000. I produced, directed and edited this project.

