

ASHLEY SUTTON-DAVIS

POST PRODUCTION

Melbourne, VIC | NZ citizen, full Australian work rights (SCV 444) | 0494 733 823 | ashstuttdavis@gmail.com
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• INTRO TO ME

A Melbourne-based post-production creative who works comfortably between editorial, media management, motion, VFX and delivery. I bring commercial post experience from FINCH / Atticus NZ, more than ten years in Premiere Pro, hands-on Avid edit-assist experience, and practical 3D through Blender and Unreal Engine. I am strongest where creative judgement, technical organisation and calm delivery need to work together.

• SOFTWARE & TOOLS

EDITORIAL

Premiere Pro
Avid Media Composer
Edit assisting, turnovers

COLOUR & FINISHING

DaVinci Resolve
Autodesk Flame (support)
Cleanup, sound polish

MOTION & DESIGN

After Effects
Photoshop, Illustrator
Titles, graphics, comp

3D

Blender
Unreal Engine
Look dev, EXR passes

MEDIA & DELIVERY

Codecs, frame rates,
colour space
AAF / EDL, proxies,
archive
Platform specs, QC

• RELEVANT EXPERIENCE

• ARC, MELBOURNE

2026 - PRESENT

Freelance Edit Assistant

- **Avid edit assisting:** prepared and maintained editorial projects, organised rushes and bins, synced and grouped footage, managed media and supported editors with project preparation, turnovers and exports.
- **Premiere Pro edit assisting:** built clean project structures, organised media and sequences, prepared selects and string-outs, managed versions, review exports and practical day-to-day editorial support.

• FINCH / ATTICUS NZ

2025 - 2026

Post Production Coordinator / Post Production All Rounder

- Worked across end-to-end commercial post workflows spanning offline, online, grade, VFX, client review, final delivery and archive.
- Edit assisted in Avid and Premiere, preparing rushes, sync, transcodes, project structures, AAF / EDL turnovers, review files, delivery packages and final masters.
- Ran daily media operations across Avid, Premiere, Resolve and Flame workflows, including drive intake, verification, folder structures, backups, storage allocation, proxies, relinking, exports, masters and archive preparation.
- Supported producers, editors, colourists and online artists with suite readiness, media routing, playback checks and fast troubleshooting, while holding clean naming, version control and media integrity across overlapping agency and broadcast deadlines.

• PERCEPTUAL ENGINEERING

2023 - JAN 2025

3D Generalist / Post Production & Media Operations

- Created photoreal environments, motion-led visuals and look development using Unreal Engine, Blender and Adobe post tools.
- Managed media ingest, drive organisation, project setup, suite readiness, client support, archive and encoding across concurrent projects.
- Built and maintained dependable folder structures, naming conventions, version control and organised asset libraries for fast creative access.
- Prepared review files, exports and delivery-ready outputs while checking technical settings, media links and project integrity.
- Supported workstation setup, software troubleshooting, file transfers and practical day-to-day production operations under deadline.

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• FILM, 3D & CREATIVE EXPERIENCE

• FREELANCE CREATIVE PRODUCTION

2018 - PRESENT

Director / Editor / Motion / Art Department

- Develop, shoot and edit music videos, artist content, social pieces, branded ideas and personal visual work.
- Create treatments, storyboards and mood boards, then carry the idea through filming, edit, sound, colour, graphics and delivery.
- Bring hands-on art department and production design experience from film sets, TVCs, television and music video work.

• FREELANCE 3D ARTIST

2021 - PRESENT

3D Environments, Motion Graphics & Visual Development

- Develop cinematic environments, product-style visuals, motion graphics and visual concepts in Blender and Unreal Engine.
- Work across modelling, materials, lighting, animation, rendering, camera tracking, EXR passes and compositing-aware handoff.
- Use 3D as a practical extension of post production, building imagery and movement that would be difficult to capture traditionally.

• GLASS ELEPHANT

2017 - 2018

Digital Marketing Specialist / Content Producer

- Produced video, photo and written campaign content from concept to final delivery across multiple client accounts.
- Managed client feedback, timelines, assets and repeatable delivery workflows while keeping creative decisions tied to audience and campaign goals.

• THE NATIVES

JAN 2016 - JAN 2017

Account Executive / Content Creator

- Conceptualised, shot and edited digital video and photo content while coordinating creative resources, budgets and client communication.
- Worked with marketing teams to align visual execution with audience behaviour, campaign goals and delivery requirements.

• THE SOCIAL GARDEN

OCT 2015 - JAN 2016

Internship

- Supported a fast-moving digital team across content, photo editing, reporting and community management.
- Built early experience in organised communication, client work and dependable delivery under time pressure.

• EDUCATIONAL HISTORY

Information Science Studies, 2009 - 2010

Massey University, Palmerston North

Focused on Marketing, Economics, Advertising, Information Systems and Management. Built a useful foundation in business, communication, systems thinking and the changing relationship between creativity and technology.

Palmerston North Boys High School

Merit in English, Statistics, Mathematics, Economics and Calculus.
Active member of elite basketball and rugby teams.