



CARY FLAUM

PRODUCER

EXPERIENCE

Rusty Mutt Productions, Inc.

Freelance Producer / Post-Production Supervisor

10/11 – Present

- Rusty Mutt Productions, Inc. is Cary Flaum's company producing projects on a contract basis. Cary works on-site at production and post-production companies, as well as direct for studios and agencies.
- Companies and projects have included the following:
 - FCB Health (Agency / Post-Production / Experiential VR/AR Producer)
 - Big Gold Brick (Executive Producer / Post-Production Supervisor – Feature film starring Andy Garcia, Emory Cohen, Lucy Hale and Megan Fox)
 - Calvin Klein (Post-Production Supervisor for Spring 2019 Campaign)
 - Bear in the Hall (360 Campaign Post-Production Supervisor)
 - Juniper Jones (Freelance Senior Producer)
 - GRAFX.CO (Freelance Executive Producer)
 - Brigade (Senior Producer Client Management)
 - Uppercut NYC (Senior Post-Producer for Editorial / VFX)
 - LIGHTNINGFACE (short film Producer)
 - Shilo (VFX and Post Producer)
 - Peepshow (Post Producer for Editorial)
 - Nice Shoes (Post Producer)
 - Good and Co. / Kanye West (Post-Production Supervisor)
Cruel Summer (7-screen film experience) - Director Kanye West and Alexandre Moors
Supervised Post and managed workflow for 9 editors, 4 assistants, and 8 flame artists for a 7-screen delivery in a 4 week timeframe.
Premiered in Cannes on 5/23/2012
 - QuietMan (VFX Producer)

Bikini Editorial / SITE 57 Gallery, New York, NY

Executive Producer

01/17 – 02/18

- Managed the day-to-day operations of a high demand editorial company specializing in the advertising industry, as well as its sister companies, SITE 57 a contemporary art gallery and a mobile app company with technology currently under development.
- Responsible for expanding the roster of talented editors in multiple disciplines and styles, including PR and Sales.
- Supervised all editing projects from bidding thru completion, including production management from a post-production viewpoint. Determine and manage costs for their projects, including negotiating with vendors for all out-of-house costs.
- Aided in the PR and curating of art for exhibitions for SITE 57 gallery
- Led operations for the mobile startup arm of the company, focused on building a proprietary app. Responsible for curating video, music and photo assets for app. Led sales efforts to gain in-market beta testers and analyzed insights from beta to refine and implement in final production version of the app.
- Maintained an efficient staff to accomplish all aspects of our multi faceted offerings, including editors, app developers, data managers, gallery staff, and contributing artists.

Shilo, New York, NY

Executive Producer / Head of Production

03/13 – 12/16

- Ran bi-coastal company with 4 directors, designers, animators and a team of producers from the New York office.
- Supervised all projects from inception thru completion, from the bid/pitch phase to delivery. Worked closely with clients in determining costs for their projects while securing schedules for our directors and post team.
- Built collaboration working with both offices on numerous projects simultaneously with multiple supervising creatives. Utilized internal infrastructure to create cost efficiencies by taking advantage of idle creative team members and equipment on both coasts.
- Maintained a staff of producers, directors and artists
- Directly responsible for managing all company expenditures including project and non-project related overhead and expenses. Negotiated rates with vendors for project fees, software purchases, equipment rentals, etc.

- Managed sales team of in-house and regional reps globally. A major factor in deciding the projects worth pursuing, selecting creative lead (director/creative director) best suited for it, and building a team to pitch for each accordingly.
- Maintained all client relationships with global agencies and production companies.

Smoke & Mirrors, New York, NY

Executive Design Producer

03/11 – 10/11

- Started up the design and animation division to round out the company's service offerings. Integration of design department included sharing resources on all jobs while building new infrastructure.
- Responsible for new hires, equipment purchases, and workflow solutions for projects.
- Oversaw all internal projects involving creative development from inception to delivery.
- Managed a team of designers/animators, including sourcing outside talent based on project creative needs.
- Maintained a proprietary list of global talent to ensure best quality creative was utilized to bring the level of creative development to the forefront of the industry.
- Worked with business development team to create a marketing strategy and design sales tools for new division growth.
- Maintained client relationships with global agencies such as McGarry Bowen, BBDO, Arnold and film studios including Atlas Films and Twentieth Century Fox. Film credits include The Sitter and Revenge for Jolly.

Perception, New York, NY

Managing Director

10/08 – 2/11

- Oversaw the daily operations of the facility, which included management of all ongoing projects, budgets, sales, PR, and HR. The facility maintains state-of-the-art equipment to produce the highest quality video and interactive media, running the latest versions of 2D/3D design/animation and editorial software.
- Continuous development of strategies to maximize workflow efficiencies, including research of equipment and software, partnerships with vendors and maintaining relationships with outside talent resources.
- Achievements included increasing productivity and overall profit for the company. Margins increased from 20% to 35% profit in the first year.
- Developed relationships with clients and continued to provide exceptional customer service on their projects. Clients included broadcast networks and global advertising agencies such as HBO, Showtime, ESPN, Speed, BBDO, Grey Worldwide, Merkley and Partners, and Arnold. Film credits included Ironman 2, plus title sequences for other Marvel Entertainment films.
- Managed a staff of producers and designers to produce day-to-day results.
- Coordinated PR with magazine editors and online publications to gain maximum

Smoke & Mirrors, New York, NY

Head of Production (VFX)

9/06 – 3/08

- Managed the day-to-day running of a visual effects facility including overseeing sales, PR, a team of 3 producers, 4 Flame and 3 CG artists. All suites running the latest versions of software, including Autodesk Flame, and Softimage XSI.
- Net profits increased over 300% in 18 months. Exceeded or met all monthly and quarterly revenue goals during this time period.
- Worked closely with corporate management team to determine technological improvements and to increase service offerings. Aided in the expansion of the facility from 9 employees to 17, including adding Telecine, 2 Flames, 5 CG workstations, Smoke, a render farm and a 90 terabyte Isilon server system.
- Maintain client relationships and prospect for new ones, including production companies, advertising agencies and post-houses.
- Oversaw producers and all projects with respect to budget, including revising job estimates, reporting overages and negotiating rates with vendors, in addition to scheduling and hitting milestone deliveries.
- Researched new technologies and solutions to increase efficiency and quality of output. Increased HD finishing from 10% to over 75%.

mad.house, New York, NY

Sales and Facilities Manager

2/05 – 9/06

- Was responsible for the sales and marketing strategy for editorial, design & motion graphics, online & visual effects, and sound design & mixing departments. Developed sales tools for new business including reels tailored for each prospective project, media kits, and conceptualizing re-branding efforts to appeal to broader markets.
- Developed and maintained client relationships throughout the life cycle of each project including the business pitch, bidding stage, and the entire post-production process including supervising producers and communicating day-to-day milestones.
- Worked to develop relationships with clients in other markets including broadcast and film. Clients included MTV, HBO, and the Fuse Network.
- Developed strategies for facility management and upgrade including purchasing requirements for high definition integration to our online and visual effects suite running Autodesk Flame and Smoke, creating databases for client tracking and scheduling, and restructuring workflow to create greater efficiencies.

Version2 Editing / VFX / Design, New York, NY

Senior Producer

6/02 – 2/05

- Supervised the post-production of television commercial spots for multiple major advertisers, including Mercedes-Benz, Revlon, American Express and Fanta. Projects have included spots for cinema (35mm film and digital projection theaters), extensive graphics and compositing, retouch and CGI.
- Regularly oversaw 6-10 projects simultaneously for 4-6 editors. Managed all aspects of post-production for each project, including reviewing boards to determine estimates and preliminary schedules, coordinating delivery of all elements, scheduling client presentations and sessions for color correct, online, graphics and sound mixing.
- Developed and managed client relationships with directors, agency producers, and creative teams. Agencies included Ogilvy & Mather, Saatchi & Saatchi, Merkley & Partners and Deutsch, Inc. Film credit for award winning and Oscar nominated feature, Junebug.
- Was responsible for managing all projects with respect to budget, including revising job estimates, reporting overages and negotiating rates with vendors.

Version2 Editing / VFX / Design, New York, NY (continued)

Assistant Editor

8/99 – 6/02

- Cutting assistant to Vito DeSario. Responsibilities included logging and digitizing dailies, scheduling, prepping and supervising film-to-tape, online, graphics and sound mix sessions, dubbing, managing elements for each job and manually cutting negative.
- Worked with various film, tape, audio and video formats, including but not limited to 35mm and 16mm film, NTSC, PAL and HD 24p standards, Digibeta, D1, HD/NTSC D5, DV/Mini DV CAM, Beta SP, 3/4", VHS, DAT, Quicktime, and DVD.
- Worked closely with clients on revisions to numerous spots.
- Managed and setup a network of 40 Macs and PCs, including 6 Avids. Responsible for troubleshooting Avid issues, installing and maintaining software and hardware, and recommending new technologies.

SKILLS

MS Office, Avid Media Composer, Premiere Pro, Adobe Creative Cloud, Live Action 3D/CGI and Flame/Nuke/After Effects compositing workflows including render management

EDUCATION

University of Maryland, College Park, MD; Major in Psychology, Minor in Business

Stuyvesant High School, New York, NY