

KAHLEEM POOLE-TEJADA

Director of Photography | Post Production Manager | Dev Consultant

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OBJECTIVE

Creating memorable high-end projects alongside top-level talent in film and commercial creative fields

TECHNICAL SKILLS

Camera crew management, DIT, lighting grip, camera/lens operation (Sony F55/FS7/DSLR series, Red, Arri Alexa, Blackmagic series), handheld camera rigging, gimbal operation

POST: Adobe Premiere Pro CC (NLE), Adobe After Effects, Adobe Audition (VO/Podcast audio mixing & editing), Photoshop, Illustrator, Davinci Resolve, digital concept art (character and world design), Unreal Engine 3,4 level design

PRODUCTION PORTFOLIO (www.kahl-one.com)

Commercial/Fashion
Music Visuals
Films/Shows (documentary/narrative)

CORPORATE EXPERIENCE

Bronxnet Television, Creative Services, Lehman Campus Bronx, New York — Field Videographer/Assoc Producer/Camera Instructor

2018--Present

Standard news-field camera operation duties, Producing and post production, includes working alongside Lead Producers, Directors and Founding Chairman Operator, Michael Max

- Podcast show production and scriptwriting
- Associate Field Producer for social media live broadcast and television
- Camera operation tutoring for new trainees
- Field and studio still-photography for live shows and events

School of Visual Arts, BFA Photo Video Dept, 2015-2016, New York — Video Post Production Prof./Tutor/ Systems Support Specialist/ Video Production

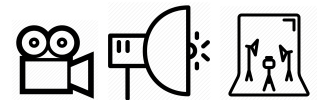
2015-2016

Developed base camera department for BFA Photo Video. Which includes creating entire camera to ingest workflows with SVA staff faculty, teaching film to censor translations, camera operation, lens operation,

CLIENTELE

Mack-Cali
Uniqlo
Adidas Combat Sports
Vox
Farouq Systems
Jay Manuel Beauty
June Ambrose
Madison Square Garden
M-1 Global

SKILLS



Cinematography | Camera Op | Lighting



Directing



Post-Production | Editing | Colorist



Still Photography (35mm/digital)

ACCOLADES

HBO LATINO FF
DEVOTED (2011)

IFC CENTER NYC
The Last Rodriguez (2019)

color theory, color science, and basic onset procedures. Additionally, one to one consultation tutoring for professors new to video, seminar and workshop hosting and tutorial video development for students and SVA Faculty/Professors and troubleshooting workflows with hard drive architecture.

- Teaching "small package" Cinematography within artistic visions and technical know-how
- Administering overhaul of SVA BFA Photo Video's video gear department(s), including equipment inventory purchase and consultation
- Tutoring and Consulting SVA Staff, Faculty and students on pre/production/post procedures
- Video lvl 3 Teaching semester of the Adobe Creative Cloud video package, including Premiere, After Effects, batch processing through Bridge & additional processing through Davinci Resolve
- Private tutoring Davinci Resolve and After Effects for color corrections, LUT manipulation, color correction and color grading.
- Tutoring for After Effects 2D VFX compositing

ADDITIONAL

- Epson and Canon Printer Solutions (small desktop, medium and large roll paper)(Epson 4900, 9000 series)
- Large scale printer operations, calibrations, cleaning
- Film scanner operations, calibrations, updates and cleaning
- Harddrive error, operation, RAID, storage and troubleshooting solutions
- Monitor Calibration and Color management (Eizo) and 4K OEM monitor consultation (Eizo)
- Desktop Software mass installation, administration and management (Apple OS)
- Unreal Engine 3/4 student consultation

Joule Ent, Kaufman Studios — Consultation/ Cinematographer

2016-2017

Post Production workflow Development for Adobe Creative Suite, for Editing and footage ingest workflows, DIT Department development, creating project color base workflows for color correction and color grading and standardizing workflows for transcoding and exporting for feature films and short-form productions.

Director of Photography for documentary interviews (studio and on location)- GOLDEN ERA

- post production management
- on-site behind the scenes filmmaking
- Scene lighting and art direction
- Multi-camera operation
- On-site audio

THQ, Kaos Studios — Movie Editor/Game Designer/Concept Artist/Unreal Engine 3/Software Testing Manager

2007-2012

PROJECTS

CREDITS (IMDB)



EDUCATION

School of Visual Arts, Illustrator

1995-1996

Borough Of Manhattan Community College, computer science

- *Frontlines Fuel War, 2008 (Xbox 360, PlayStation 3, Windows PC)*
- *Homefront, 2011 (Xbox 360, PlayStation 3, Windows PC)*

Working in tandem with Lead Design, Lead and Associate Producers, 3D Artists, 3D riggers, concept artists, Art Directors, tools and design programmers on Unreal Engine 3 platform SDK (Windows, Xbox 360 and Playstation 3). Duties include

- Final Cut Pro and AVID NLE editing and exporting
- kismet design
- asset level design
- game design "cook" team network testing
- Game design document reviews and updating
- logic design
- Scrum Master/Agile creative development
- storyboarding and concept digital sketching and paint-over art alongside creative Directors
- team creative meetings (Frontlines FOW, Homefront) and meeting deadlines for Windows Gaming, Sony SCEA PlayStation and Microsoft Xbox platforms, including PC/console dev kit management and rendering.