

CHARLIE PLUMMER

Cinematic Artist | Real-Time Animation | Filmmaking | Virtual Production

Honolulu, HI | charlieplummerfilm.com | linkedin.com/in/charlie-plummer

PROFESSIONAL SUMMARY

Cinematic artist and filmmaker bringing stories to life through real-time animation, cinematography, and virtual production. Experience spans commercial campaigns, documentaries, real-time cinematics, animation, aerial cinematography, and branded content, with the ability to take projects from concept through production and final delivery.

PROFESSIONAL EXPERIENCE

Cinematic Artist | Self-Employed

Honolulu, HI | Nov 2024–Present

- Produce commercial films, aerial cinematography, architectural showcases, documentaries, and branded content for organizations throughout Hawai'i, managing projects from concept through final delivery.
- Lead creative and technical execution across cinematography, drone production, editing, motion graphics, and cinematic storytelling for client and independent work.
- Translate ideas into polished visual stories across commercial, documentary, architectural, and digital projects.

Media Content Creator | University of Hawai'i Office of Sustainability

Honolulu, HI | Jan 2024–May 2026

- Produced commercial media, educational campaigns, aerial cinematography, documentary content, animation, and promotional films for the University of Hawai'i Office of Sustainability.
- Managed projects from concept development through production, editing, animation, and final delivery while collaborating with campus stakeholders and creative partners.
- Created the Water Is Life campaign end to end, leading concept development, scripting, cinematography, editing, animation, voice talent casting, audio direction, and final post-production.

SELECTED PROJECTS

UH Sustainability Highlights | Animation & Virtual Production

Led the end-to-end production of a cinematic highlights film combining character animation, motion capture, real-world footage, and compositing, using emerging production technologies to integrate animated elements with live-action environments.

Water Is Life | Water Conservation Campaign

Led the full creative and production process for a University of Hawai'i water-conservation campaign, combining live-action cinematography, 3D animation, voice talent, sound direction, editing, and post-production.

Forest Cinematic Environment | Unreal Engine

Created a real-time cinematic environment focused on lighting, atmosphere, Niagara effects, composition, camera work, and environmental storytelling.

Pagani Cinematic | Unreal Engine

Created an automotive cinematic focused on cinematic lighting, camera movement, composition, environment design, and real-time rendering.

EDUCATION

University of Hawai'i at Mānoa

Bachelor of Arts in Cinematic Arts | 3D Animation Focus | May 2026

Coursework included real-time and 2D animation, filmmaking, virtual production, directing, producing, acting, screenwriting, cinematography, and post-production.

AWARDS & RECOGNITION

Background Artist, HUE — collaborative 2D animated short recognized as Best Animated Film at the UH School of Cinematic Arts showcase and screened at the Hawai'i International Film Festival.

TECHNICAL & CREATIVE SKILLS

Unreal Engine • Maya • Blender • Toon Boom Harmony • Adobe Premiere Pro • After Effects • Photoshop • 3D Animation • Virtual Production • Cinematography • Video Editing • Motion Graphics • Drone Videography • Lighting • Storyboarding • Project Management