# SHAUN BRISSENDEN

Phone: 07833222957 Email: shaunbrissenden1.2@hotmail.com

I am a creative, hard working team player, dedicated with a strong initiative. I am highly adaptive and very flexible with any work flow. I have a good eye for detail and a proven track record of gaining new skill sets quickly and bringing a positive attitude while working a highly demanding schedule. I am looking for role within Props / Prop Store as an Assistant or Trainee.

#### INDUSTRY TRAINING

- Art / Props Department Trainee Bootcamp - 2 week course
- Calltime Ready Course



CALLTIME READY CERTIFICATE NUMBER: Cert\_vm8syfg6

#### EDUCATION

SOUTHAMPTON SOLENT UNIVERSITY 2007 - 2009 | BA - Screenwriting Craft

#### **OAKLANDS COLLEGE**

2005 - 2007 | BTEC National Diploma - Moving Image 2004 - 2005 | BTEC First - TV and Radio Production

#### SKILLS

- · Proficient in Word and Excel Software
- Own Laptop
- Basic Tool kit
- Knowledge of Prop Houses
- · Checking Props in and out
- Comprehensive understanding of delivery notes
- Good at on the go sewing repairs
- Model painting / good foundation for propaging
- Comfortable using power tools

#### References:

Danny Corroon:

Deputy Facilities Manager Sky Studios 07593601886

James Reynolds:

Prop Buyer 07710502040

### Short Film / Film Experience

**2012:** London 2012: Book of Fire Christie HQ / Channel 4

**Position:** Runner / Production Assistant **H.O.Ds:** Cinematographer - Luke Palmer

1<sup>st</sup> Assistant Director - Casper Campbell

location: London

### **Other Work Experience**

## 2025 | Classic Prop Hire Company - WAREHOUSE ASSISTANT, Elstree

- Assisting in pack and un packing of props
- Assisting in returns of props from varied Production
- Assisting in organisation of prop shelving

## 2024-2025 | Sky Elstree Studios - STUDIO MAILROOM ASSISTANT, Elstree

- Using in-house software for booking deliveries
- checking in and out deliveries for Film/TV Productions
- Keeping office and warehouse clean throughout the day

full work history available upon request