

JOEY GUSUMANO

VIDEOGRAPHER-CINEMATOGRAPHER

PROFILE

Experienced writer and cinematographer adept in all stages, from pre-production through post-production. Knowledgeable in Blackmagic Design and Sony cameras, proficient in DaVinci Resolve and Premier Pro, and a passion for cinema. Bringing forth expertise in video and film production and a determination to make impactful work.

EDUCATION

Grand Valley State University

Bachelor of Science in Film and Video Production with a Minor in Writing

Orchard Lake St. Marys

High School Diploma

EXPERIENCE

2025

Freelance with Fattened Calf Productions

Video Production

- Scheduled, shot and edited several commercial works for brands and companies spanning from local high school sports to Tier 1 automotive suppliers
- Worked with clients to achieve their vision in a timely manner.
- Manage all contracts, finances and business management

2023

Dank Vape

Writer and Director

- Lead a team of filmmakers to help me bring a story I created to life.
- Communicated with department heads to create a cohesive feeling throughout the project.
- Edited several cuts and gained criticism from my peers on how to most effectively put this story together.

2023 & 2024

What's In Our Son's Room & La Bruja

Cinematographer

- Worked directly with the director to achieve their vision of the story to life.
- Shot on the Sony FS100 and the Blackmagic 6k G2
- Saw each project through the color corrector process.

2024

Milly & Moth to a Flame

Producer and 1st Assistant Camera

- Worked with the director to raise money, refine the script, and gather resources like equipment, locations, and meals for the crew.
- Worked with the Sony FS7 and Sony FX3.
- Help the director through post-production in creating the finished product

ADDITIONAL WORK

2024-2025

XGolf Grand Rapids

Bartender

2020-2024

Grand Valley State University Dean of Students Office

Student Office Manager

SKILLS

Black Magic Design Cameras



DaVinci Resolve



Premiere Pro



Sony Cameras



Lighting and Grip



Photoshop

