



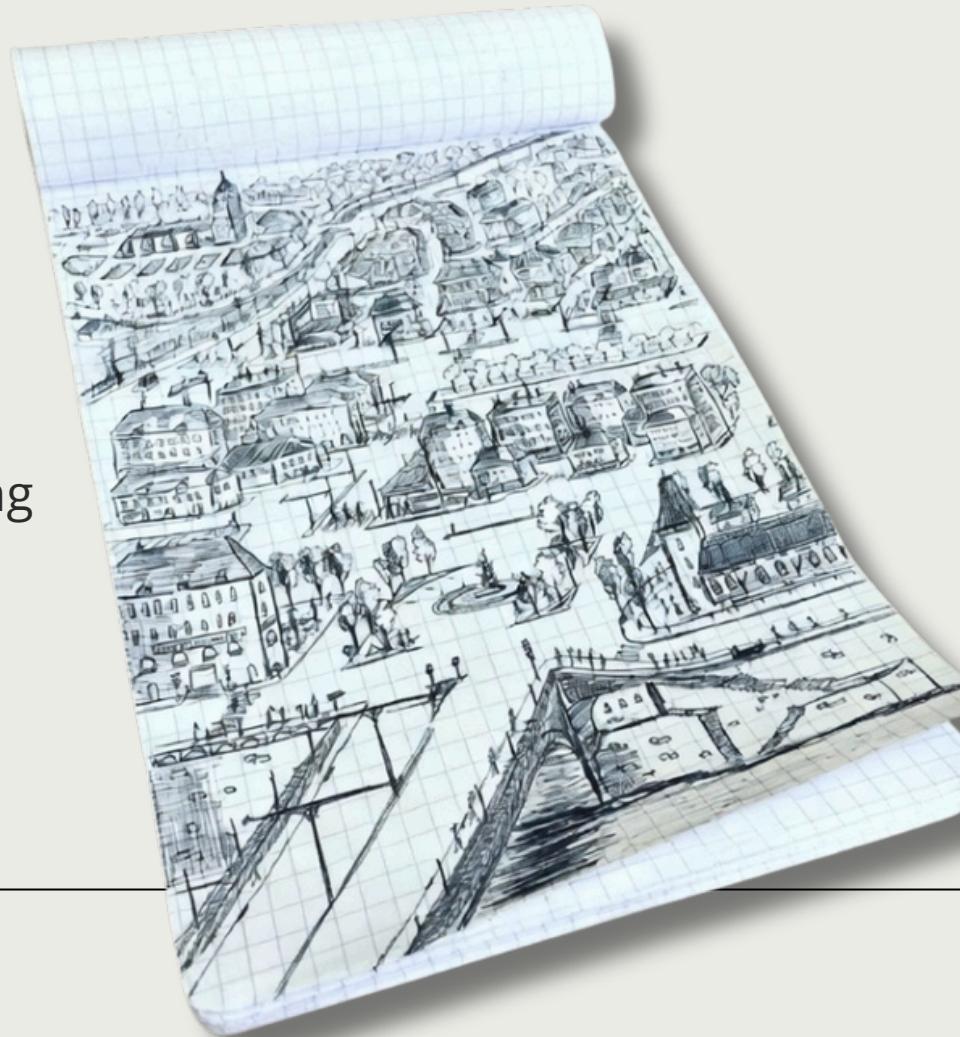
# PORTFOLIO

SEBASTIEN GIORGETTI  
CREATIVE PRODUCER & STORYTELLER  
FROM SCREEN TO SCENE: STORY, CRAFT, AND EXECUTION

1978

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A curated selection of my story, key milestones, and case studies, designed for experience-driven creative teams



My drawing board

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# OPENING SCENE

## My Story (the “why”)

I've always been drawn to the moment where a story becomes real.

Not just told... but built. My path is atypical: I started in film and production, learning how ideas survive contact with reality, schedules, budgets, safety, permits, teams, and the thousand invisible details that make a scene work. From assistant roles on set (1998–2001)

to coordination on major productions (2001–2004), I learned that creativity is not only imagination, it's also execution.

Over the years, that mindset became my signature: storytelling + structure.

I create visuals, narratives, and campaigns with a producer's discipline: I plan, I iterate, I deliver.

Today, I'm focused on worlds that feel designed, emotional, and alive. I'm inspired by the craft behind themed experiences: the way a place, a detail, a rhythm, or a line of dialogue can create wonder. That's the kind of magic I care about, not the vague kind, the built kind.

Core belief: Magic is engineered. It's story, composition, timing, and people working together.

I'm drawn to the kind of magic that is built: the emotion you can design, produce, and deliver.



# TIMELINE

THE LIFE LINE — A CHRONOLOGY OF MY EDUCATION, WORK & CREATIVE IDENTITY ...



1994	1995	1998	1999	2001	2004	2005	2006
BOSTON UNIVERSITY CAMPUS (LANGUAGES & IT) INTERNATIONAL MINDSET, EARLY U.S. EXPOSURE, CROSS-CULTURAL COMMUNICATION.	ART HIGH SCHOOL STEINER-PERCEVAL VISUAL CULTURE, ARTISTIC DISCIPLINE, CREATIVE FOUNDATIONS.	CAMPUS LEXINGTON CERTIFICATE IN ADVANCED ENGLISH CERTIFICATE OF PROFICIENCY IN ENGLISH	BTS FILM EDITING - EICAR EDITING AS STORYTELLING: RHYTHM, REVEAL, EMOTION, STRUCTURE.	ASSISTANT DIRECTOR / SET ASSISTANT   GAT PRODUCTIONS ON-SET COORDINATION FOR SHORT-FORMAT TV PRODUCTION	PRODUCTION COORDINATION   PATHÉ FILMS FILMING PERMITS, REQUESTS, APPROVALS TRACKING	ASSISTANT UNIT MANAGER   BUENA VISTA INTERPRETER SUPPORT FOR A U.S. PRODUCTION	ASSISTANT UNIT MANAGER   MERLIN PROD COST FORECASTING AND PRODUCTION BUDGET



# EDUCATION & LEARNING

Craft first. Story always.

**BOSTON UNIVERSITY CAMPUS** 1994

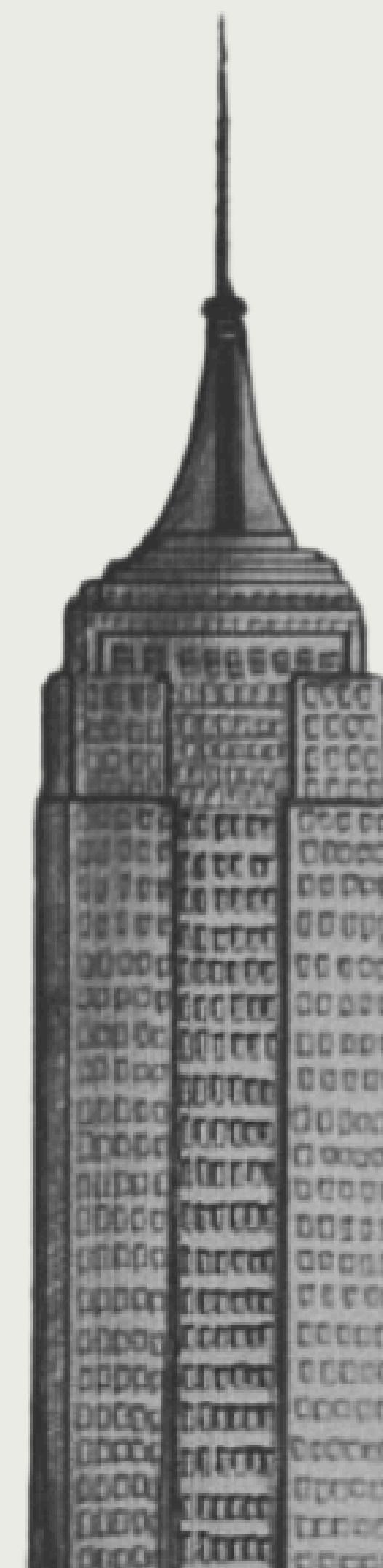
International mindset, early U.S. exposure.

**BTS FILM EDITING 1997-1999**  
**EICAR, PARIS**

Editing as storytelling: pacing, emotion, structure, rhythm.

**ART HIGH SCHOOL 1995**  
**STEINER-PERCEVAL,  
CHATOU**

Visual culture, artistic discipline, creative foundations.



# PERSONAL SKILLS

SKETCHING • STORYBOARDING • VISUAL COMPOSITION • EDITING RHYTHM • PRODUCTION DISCIPLINE

I am a driven creative with a production mindset. I combine narrative structure, visual taste, and technical execution to turn ideas into scenes, worlds, and experiences people actually remember.

## DRAWING & VISUAL DEVELOPMENT

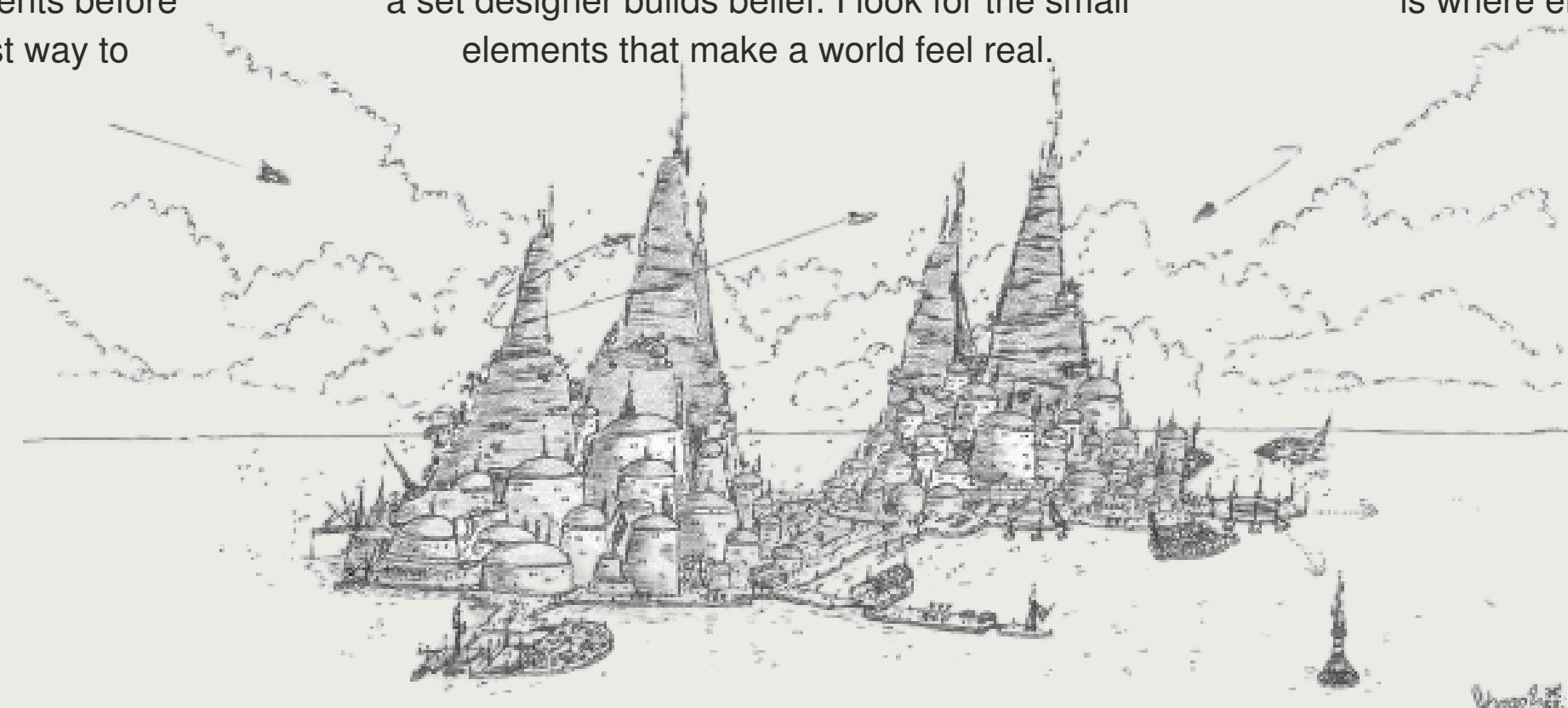
I sketch to think. Drawing helps me explore silhouettes, moods, composition, and storytelling moments before anything becomes “final”. It’s my fastest way to prototype ideas.

## PHOTOGRAPHY (COMPOSITION & ATMOSPHERE)

I capture light, framing, and detail with intention, like a set designer builds belief. I look for the small elements that make a world feel real.

## VIDEOGRAPHY & EDITING (RHYTHM & EMOTION)

I cut with purpose: setup → reveal → payoff. Editing is where emotion gets engineered, where timing becomes storytelling.



# WORK EXPERIENCE

I build creative work the way film sets are built: with taste, structure, and real-world discipline. My focus today is on storytelling-led visuals, brand worlds, and experience-driven content.

Alongside client work, I also create personal and volunteer projects to keep experimenting, learning, and contributing to community needs.



## SHORT FILMS (DIRECTOR / EDITOR)

I directed two short films, owning the full creative cycle: idea → script → production → edit.

This is where my storytelling craft lives: pacing, emotion, framing, and payoff.

## VOLUNTEER CREATIVE & BRANDING (USA)

I contribute to community-driven needs through pro-bono creative support: brand assets, visuals, content systems, and communication design that help organizations become clearer and more visible.

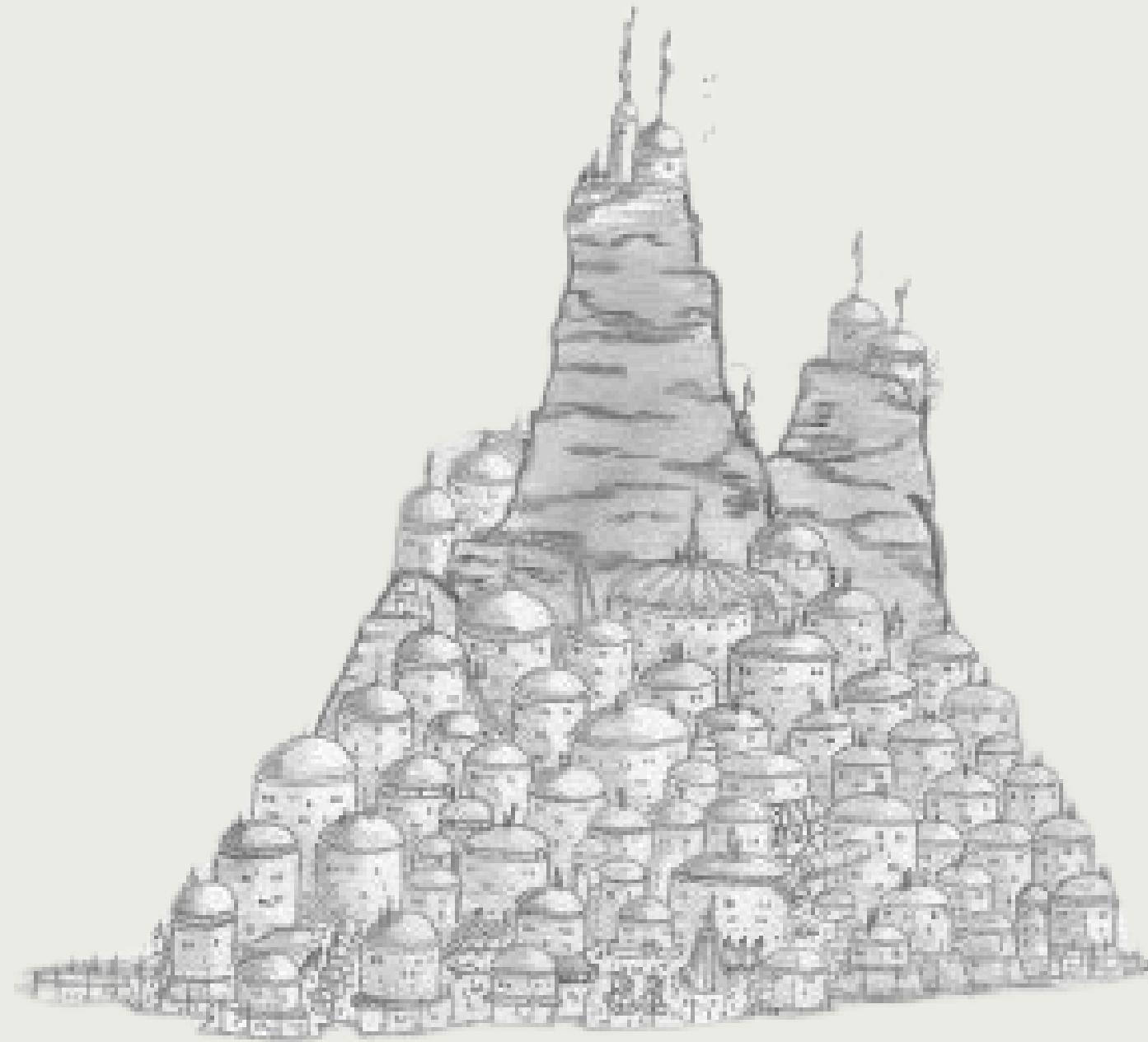
## WORLD-BUILDING MINDSET

I'm passionate about the craft behind themed storytelling and experience design, especially the philosophy of The Walt Disney Company and the story of Walt Disney: optimism anchored in discipline, detail, and iteration.

I study how small design choices shape big emotions.

# PROJECT PORTFOLIO

Selected work where storytelling meets execution. Each project follows the same method: a clear challenge, a strong narrative idea, a practical process, and deliverables that people can use, feel, and remember.



WHAT YOU'LL SEE IN THE NEXT PAGES:  
NARRATIVE CONCEPT (THE “WHY”)  
VISUAL LANGUAGE (THE “LOOK & FEEL”)  
PRODUCTION DISCIPLINE (THE “HOW”)  
OUTCOMES AND LEARNINGS (THE “IMPACT”)

# PROJECT 01 SHORT FILMS (STORY + CRAFT)

Featured Film: Télémania (1996/97) | 2nd Prize

Role: Writer / Director / Editor

## Challenge

Create a short film that feels like a complete experience: clear narrative, strong visual intention, and a finished delivery, despite tight constraints (time, budget, practical locations).

## Big Idea (The Story Engine)

Make every second count. A short film succeeds when the audience understands the setup instantly, feels the turn, and remembers the final beat.

## My Process

- Story beats: setup → reveal → payoff.
- Production discipline: planning, constraints, problem-solving

Visual language: framing, composition, mood, detail

Editing craft: rhythm, timing, emotional pacing

## Deliverables

Final cut + key stills / poster frame + a scene breakdown (what works and why).

## Outcome

Télémania received a 2nd Prize, an early milestone that shaped my creative path: storytelling built through timing, structure, and execution.



**EICAR.**  
THE INTERNATIONAL  
FILM & TELEVISION  
SCHOOL PARIS

RESULTATS DU JURY DE FIN D'ANNEE 96/97		
1ère année		
1er.Prix :	Marie-GALLET Pierre-Gilles STEHR	Dotation (encompte sur l'année suivante) pour "Elle et l'autre" pour "Douce nuit"
2ème.Prix	Jérôme SOURY Virginie BOUGAUX Grégoire LAFIT Sébastien GIORGETTI	3000 F 1500 F 1500 F 1500 F
	Audrée SARRAMON Harold SIMONNET	pour "Autourous" pour "20 pas plus" pour "Jeu de rôle" pour "Télémania"
	Antonin POIRÉE	pour "La Dame en blanc... en noir" pour "Distorsion" 1500 F 1500 F
		pour "Shit happens"
2ème année		
1er.Prix :	Gilles BERTRAND-FREZOUZ Prix de la meilleure réalisation : Christophe BORDET-FERRANTI	Dotation pour l'ensemble de son oeuvre pour "Pro-creation"
	Leïla LEPLAIEUR Prix spécial du jury : Bruno TOMASI Xavier DELAETRE	3000 F 3000 F pour "Abyssum" pour "Amore" pour "Comme un lion en cage"
	Accessit : Charlotte REMBAUVILLE Reconnaissance de l'ensemble des professeurs et de l'école : Morad M'LIK	pour "Plus que 5 minutes" pour "Morad M'LIK pour toutes ses présences dans chaque équipe et pour l'EICAR"
J.R.I. 1ère année		
1er.Prix :	Virginie MENDES Prix : Philippe BARRIER Eric PLACHEZ	Dotation pour "Virtual sound" pour "Zelig" - Maroc
J.R.I. 2ème année		
1er.Prix :	Christophe CONRAUX Ex-aequo : Marie-Laure BURGNER Edouard BRITCH	Dotation pour "Sans papiers" et "Soldes"
	Accessit spécial pour reportage et fiction : Jérôme LORION	3000 F 3000 F pour "Aubusson" pour "Parapente 97" et "La mort du cygne"

Designed emotion, delivered with craft

# PROJECT 02

## VISUAL DEVELOPMENT (DRAWING + COMPOSITION)

**Role:** Visual Development / Drawing / Photography  
**Focus:** Mood, framing, detail, world-building

### Challenge

Sketching and photography are my fastest tools to design mood, composition, and believable detail.

### Big Idea

Sketching and photography are my fastest tools to design mood, composition, and believable detail.

### My Process

Observation → sketching → visual references → style exploration → selection → refinement.

### Deliverables

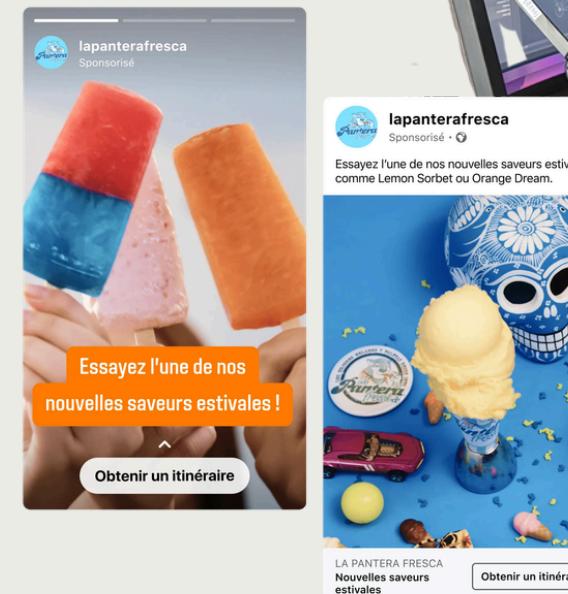
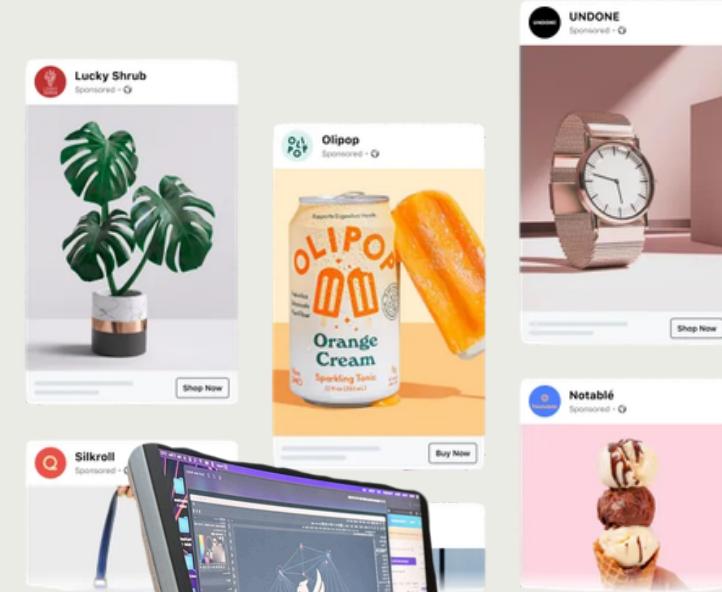
Sketches / concept studies • Storyboard panels • Photo references • Styleframes / key visuals.

### Outcome

A stronger visual language and faster creative decisions across projects.



LE CASQUE  
D'ASTÉRIX



*I sketch to think. I frame to make it feel real.*



# PROJECT 03 (DRAWING + WORLD-BUILDING)

**Role:** Drawing / Sketching / Storyboarding

**Focus:** Composition, mood, detail, fast ideation

## Challenge

Turn an abstract idea into something visible, readable, and shareable, fast.

## Big Idea

Drawing is my quickest way to prototype emotion and design intention before production.

## My Process

Observation → quick sketches → silhouette exploration → mood studies → storyboard beats → refinement.

## Deliverables

Sketches • storyboard panels • visual studies • style references • key frames.

## Outcome

Faster creative decisions, stronger visual language, and clearer direction for any project.



*I sketch to think. I design to make it believable.*

# TOOLKIT (SKILLS + TOOLS + LEARNING)

## TOOLKIT

### Core Skills

Storytelling • Visual design • Drawing • Editing rhythm • Production discipline • Communication clarity

### Creative Tools

Design: Canva / Adobe (as relevant)

Video: Premiere / CapCut (as relevant)

Docs & planning: calendars, templates, brand guides

### I'm always practicing

Drawing studies • photography composition • writing short formats • story structure •  
themed storytelling references



Craft is a habit.

# VISUAL HIGHLIGHTS



# CREDENTIALS & RECOGNITION

## Awards & Recognition

- 2nd Prize – Télémania (Short Film), Paris Short Film competition (produced through EICAR) - 1997
- Top Social Media Managers (France) – Ranked #7 (France + European ranking) by Favicon & Swello 2025

**EICAR.**  
THE INTERNATIONAL  
FILM & TELEVISION  
SCHOOL PARIS

**Favicon.**  
swello

## Certifications & Partner Status

- Meta Business Partner
- Meta Agreement (partner agreement / certification)
- Insidears – Additional Communication, Disneyland Paris
- Qualicom Professional Label – Freelance communication agency status
- MonCompteFormation – Certified to deliver professional training/coaching in content & marketing strategy (French professional training framework)

**Meta**  
Business Partner



**QUALICOM**  
PROFESSIONNEL LABELLISÉ

**MON  
COMpte  
FORMATION**

**PARCS  
&  
LOISIRS**  
MAGAZINE

**TF1**  
50'inside



## Media & Editorial Contributor

- Correspondent (Orlando, FL) — Columnist & writer for Parcs & Loisirs (France), covering Orlando and things to do around Central Florida. On going
- TV Features (France) — Featured on TF1 and M6 (high-audience national French TV networks) to share our French expat journey and life in Orlando/Celebration. (Year(s): 2024-2026)

Details and supporting documentation can be provided upon request.

THANK YOU

# SO MUCH!

PRESENTATION BY SEBASTIEN GIORGETTI

*LET'S BUILD SOMETHING PEOPLE REMEMBER.*

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