



# PORTFOLIO

SEBASTIEN GIORGETTI

CREATIVE PRODUCER & STORYTELLER

FROM SCREEN TO SCENE: STORY, CRAFT, AND EXECUTION

1978

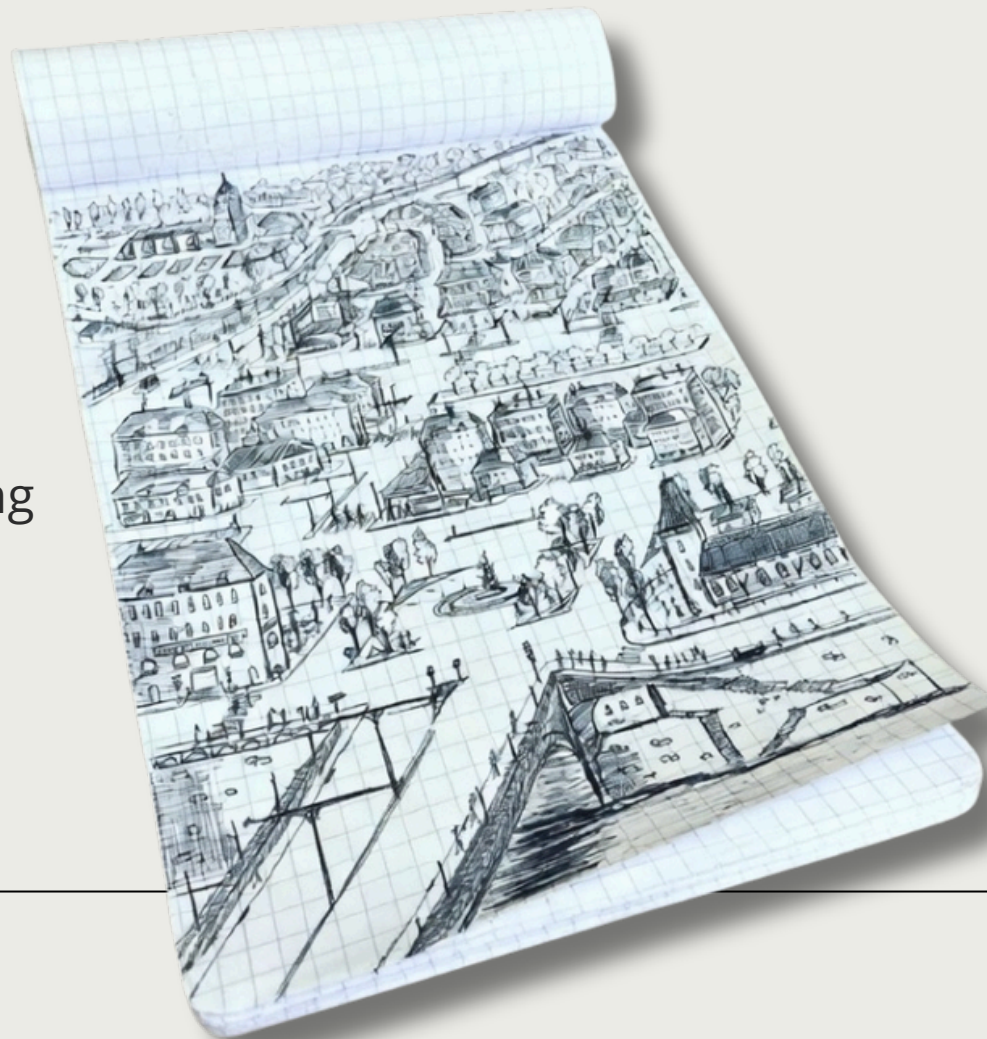
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A curated selection of my story, key milestones, and case studies, designed for experience-driven creative teams

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My drawing board





# 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.

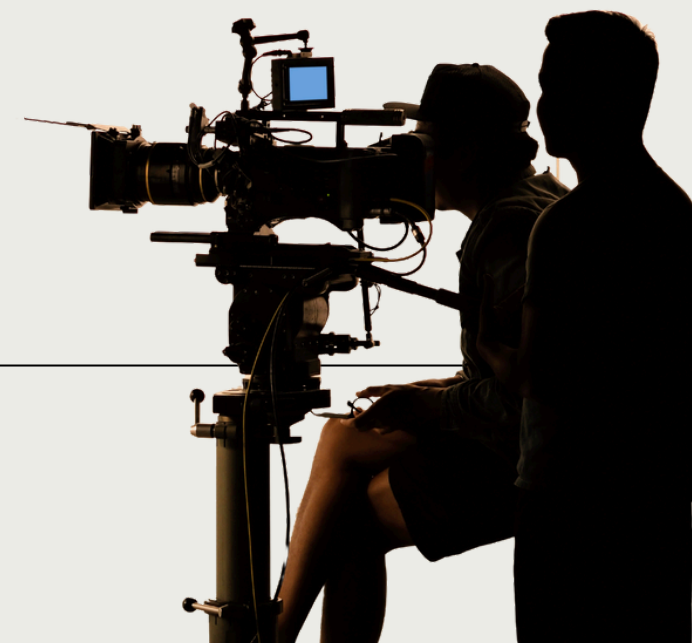
Over the years, that mindset became my signature: storytelling + structure.

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.

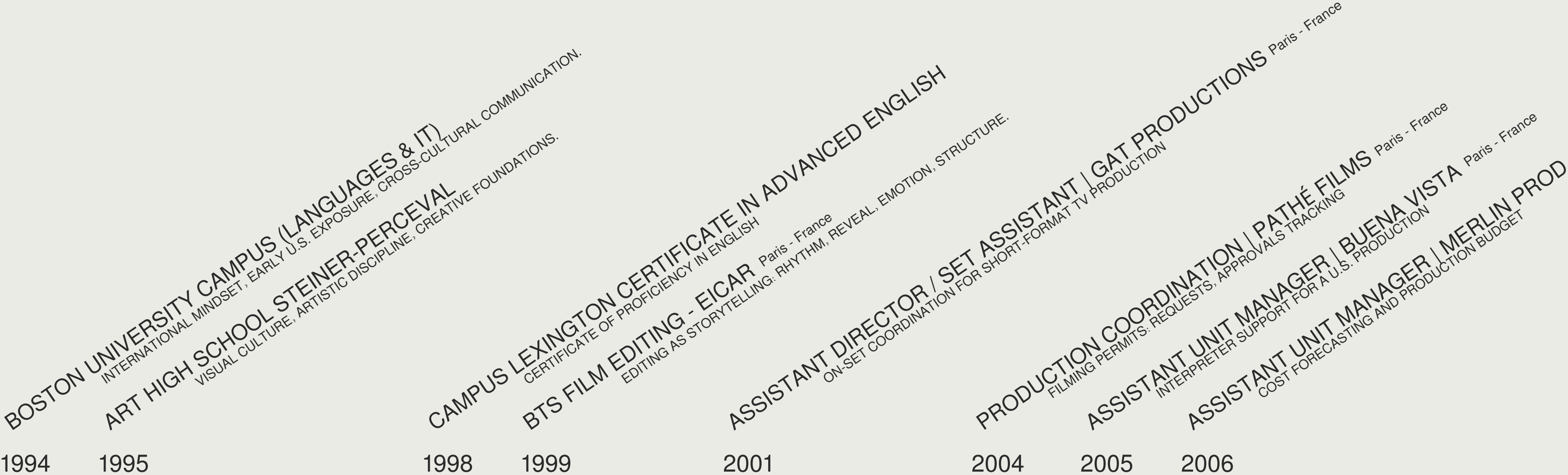
Core belief: Magic is engineered. It’s story, composition, timing, and people working together.

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 ...







# EDUCATION & LEARNING

Craft first. Story always.

## BOSTON UNIVERSITY 1994 CAMPUS

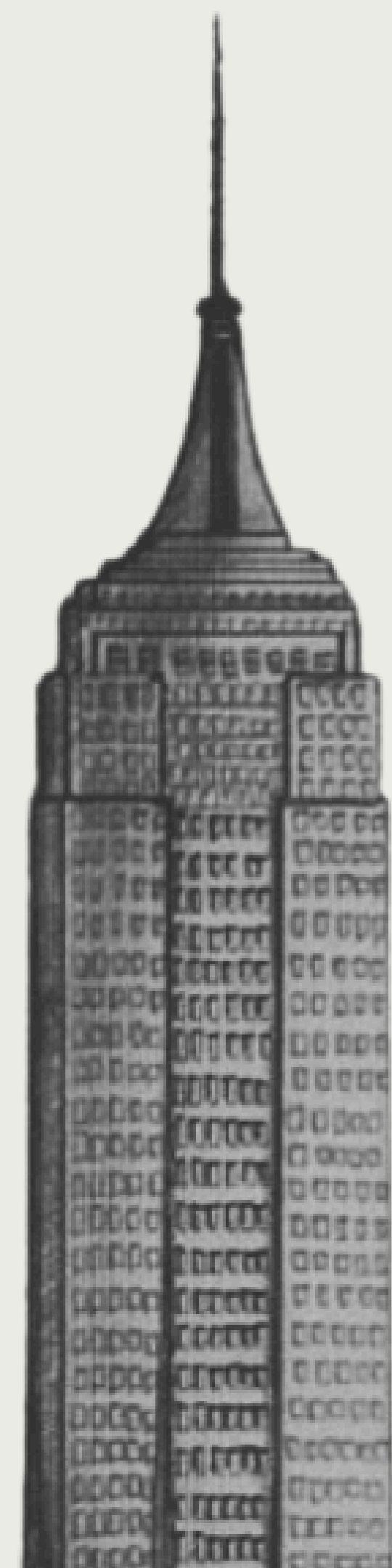
International mindset, early U.S. exposure.

## ART HIGH SCHOOL 1995 STEINER-PERCEVAL, CHATOU

Visual culture, artistic discipline, creative foundations.

## BTS FILM EDITING 1997-1999 EICAR, PARIS

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



# PERSONAL SKILLS

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

I'm a creative with a production mindset. I combine narrative structure, visual taste, and on-execution to turn ideas into scenes, worlds, and experiences people actually remember.

## DRAWING & VISUAL DEVELOPMENT

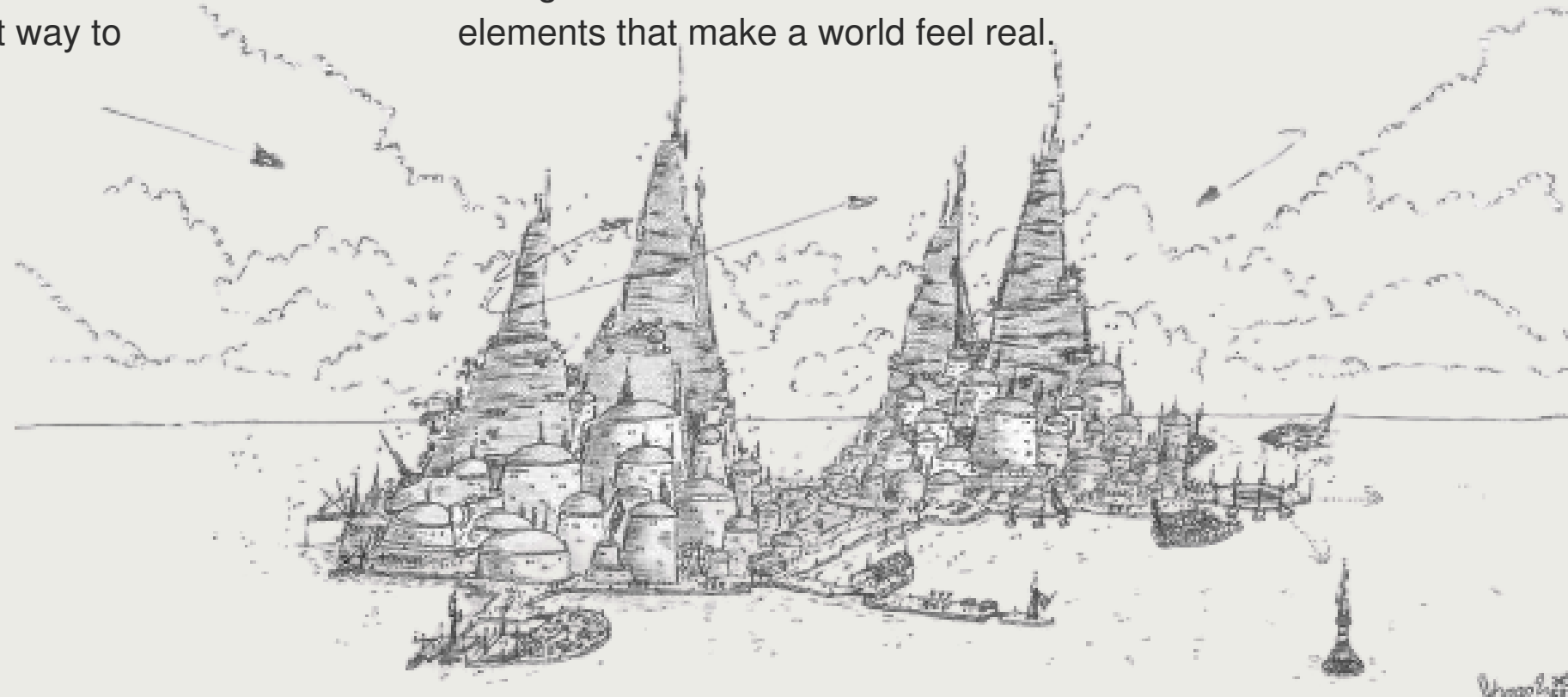
I sketch to think. Drawing helps me explore silhouettes, moods, composition, and storytelling moments before anything becomes “final”. It’s my fastest way to prototype ideas.

## 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)

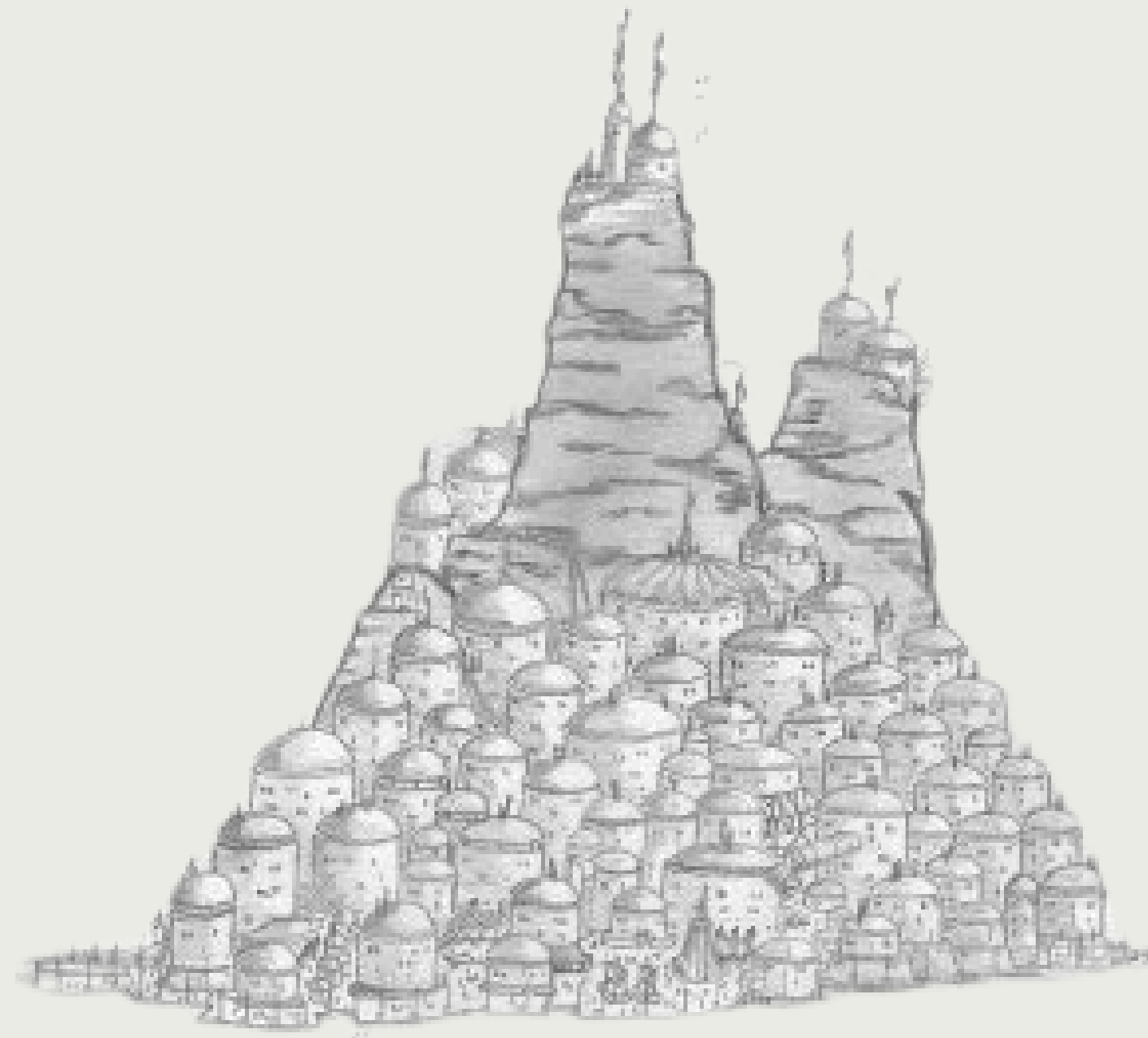
I contribute to community-driven needs through pro-bono creative support: brand assets, visuals, content systems, and communication design that help organizations become clearer and more visible.

## 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”)

## A black and white photograph capturing a moment in a studio or classroom. Three young men are gathered around a professional video camera mounted on a tripod. The man on the right, wearing a beanie and a dark shirt, is reaching up to adjust a light fixture or a piece of equipment attached to the camera rig. The man in the center, wearing a light-colored t-shirt, looks directly at the camera with a focused expression. The man on the left, wearing glasses and a dark jacket, looks down at the camera. The background is a plain, light-colored wall, and the overall atmosphere is one of collaborative learning and technical practice.

Every, despite tight constraints

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

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).

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

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

## Editing craft: rhythm, timing, emotional pacing

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

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

*Designed emotion, delivered with craft*

RESULTATS DU JURY DE FIN D'ANNEE 96/97			
1ère année			
1er Prix :			Dotations
Gerance GALLEY	pour "Elle et l'autre"	(seconde sur l'année suivante)	3000 F
Pierre-Gilles STEHR	pour "Douce nuit"		3000 F
2ème Prix :			1500 F
Jérôme SOURY	pour "Autoroute"		1500 F
Virginie BOUGAUX	pour "20 pas plus"		1500 F
Grégory BRAULT	pour "Jeu de rôle"		1500 F
Sébastien GIORGETTI	pour "Télémania"		1500 F
Aurélien SARHMON	pour "La Dame en blanc... en noir"		1500 F
David SIMONNET	pour "Distorsion"		1500 F
Prix spécial du jury			
Antonin POIREE	pour "Shit happens"		
2ème année			
1er Prix :			
Gilles BERTRAND-FREZOU	pour l'ensemble de son oeuvre		6000 F
Prix de la meilleure comédie			
Christophe BORDET-FERRANTI	pour "Pro-crétion"		3000 F
Prix de la meilleure réalisation technique :			
Laurent LEPLADEUR	pour "Abysmum"		3000 F
Prix spécial du jury :			
Bruno TOMASI	pour "Amore"		
Xavier DELAETRE	pour "Cotisme un lion en cage"		
Accessit :			
Charlotte REMBAUVILLE	pour "Plus que 5 minutes"		
Reconnaissance de l'ensemble des professeurs, et de l'école :			
Mored MLUK	pour toutes ses présences dans chaque équipe et pour l'EICAR		
J.R.I. 1ère année			
1er Prix :			
Virginie MENDES	pour "Virtual sound"		3000 F
1er Prix :			
Philippe BARRIER			
Eric PLACHEZ	pour "Zelig" - Maroc		3000 F
J.R.I. 2ème année			
1er Prix :			
Christophe CONTRAUX	pour "Sans papiers" et "Soldes"		3000 F
Ex-æquo :			
Marie-Laure BURGNER			
Edouard BRITCH	pour "Aubusson"		3000 F
Accessit spécial, pour reportage et fiction :			
Jérôme LORION	pour "Parapente 97" et "La mort du cygne"		

# 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.



*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

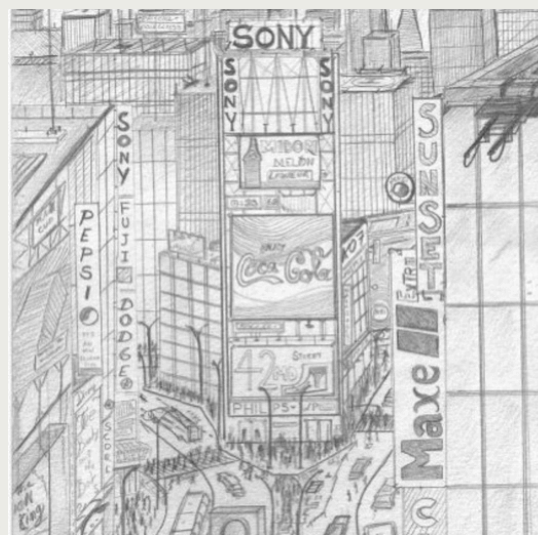
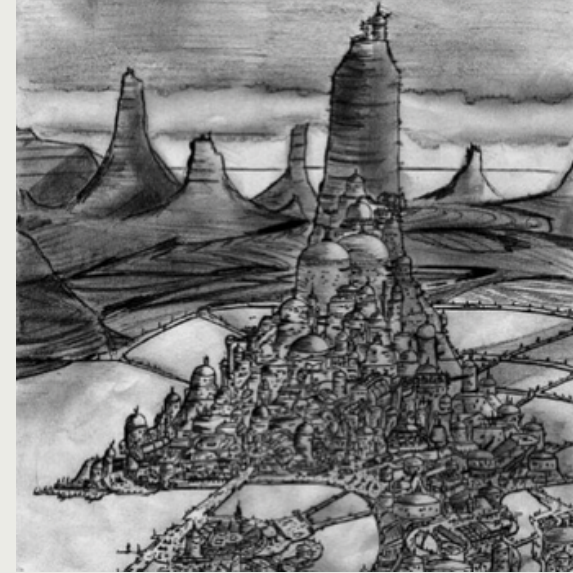
Drawing studies • photography composition • writing short formats • story structure •  
themed storytelling references



*Craft is a habit.*



# VISUAL HIGHLIGHTS





# CREDENTIALS & RECOGNITION

## Awards & Recognition

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

## 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)

## 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.*

CREATIVE PRODUCER & STORYTELLER  
SOCIAL MEDIA MANAGER MARKETING FREELANCE  
168 LONGVIEW AVE. 34747 CELEBRATION - FLORIDA

FR / EN

[WWW.CMSEBASTIENGiorgetti.COM](http://WWW.CMSEBASTIENGiorgetti.COM)  
EMAIL: [CMSEBASTIENGiorgetti@GMAIL.COM](mailto:CMSEBASTIENGiorgetti@GMAIL.COM)

