



PORTFOLIO

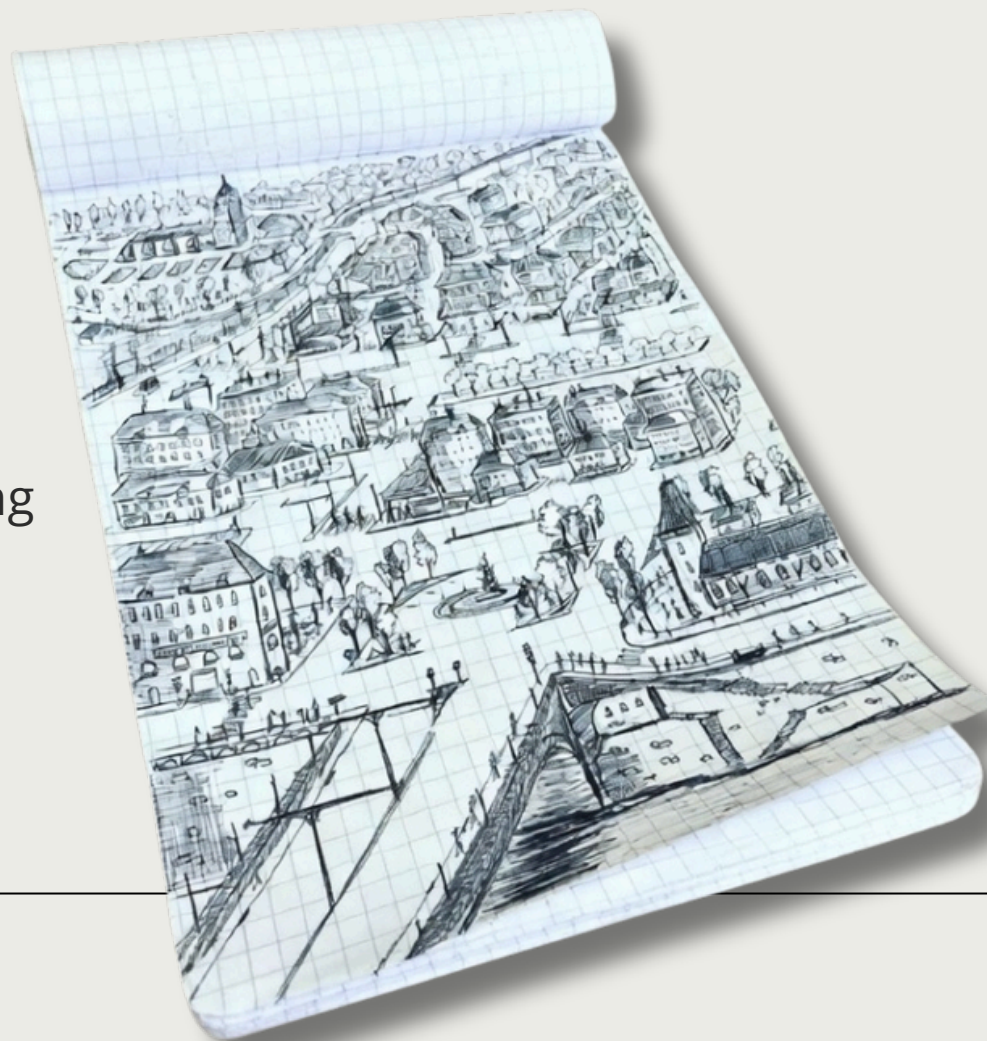
SEBASTIEN GIORGETTI
CREATIVE PRODUCER & STORYTELLER

1978

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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 with purpose, and deliver with accountability. I understand how creative vision translates into real world environment, constraints, and teams.

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 but the kind you can.

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 ...



PERSONAL SKILLS

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

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

DRAWING & VISUAL DEVELOPMENT

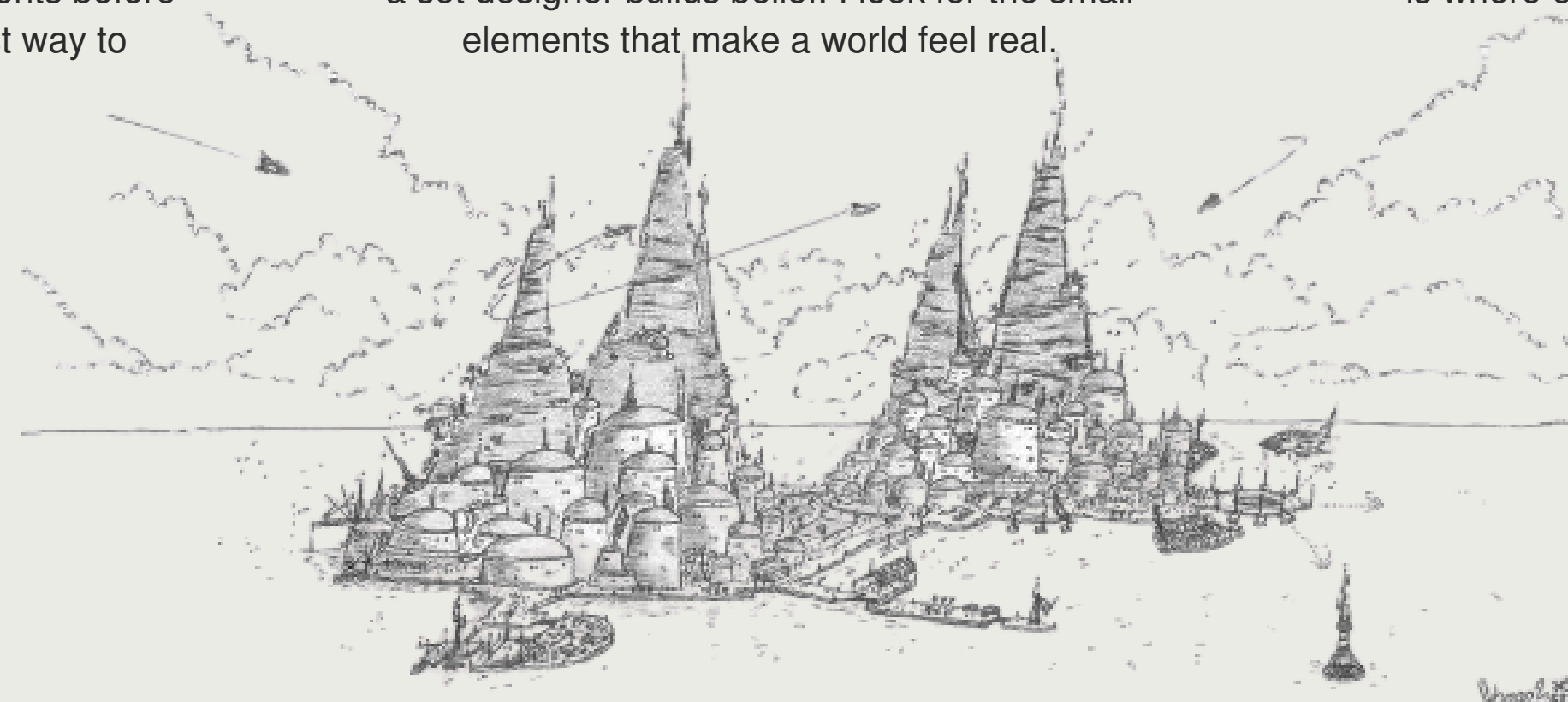
I sketch to think. Drawing helps me explore silhouettes, moods, composition, and storytelling moments before anything becomes “final”. It’s my fastest way to prototype ideas.

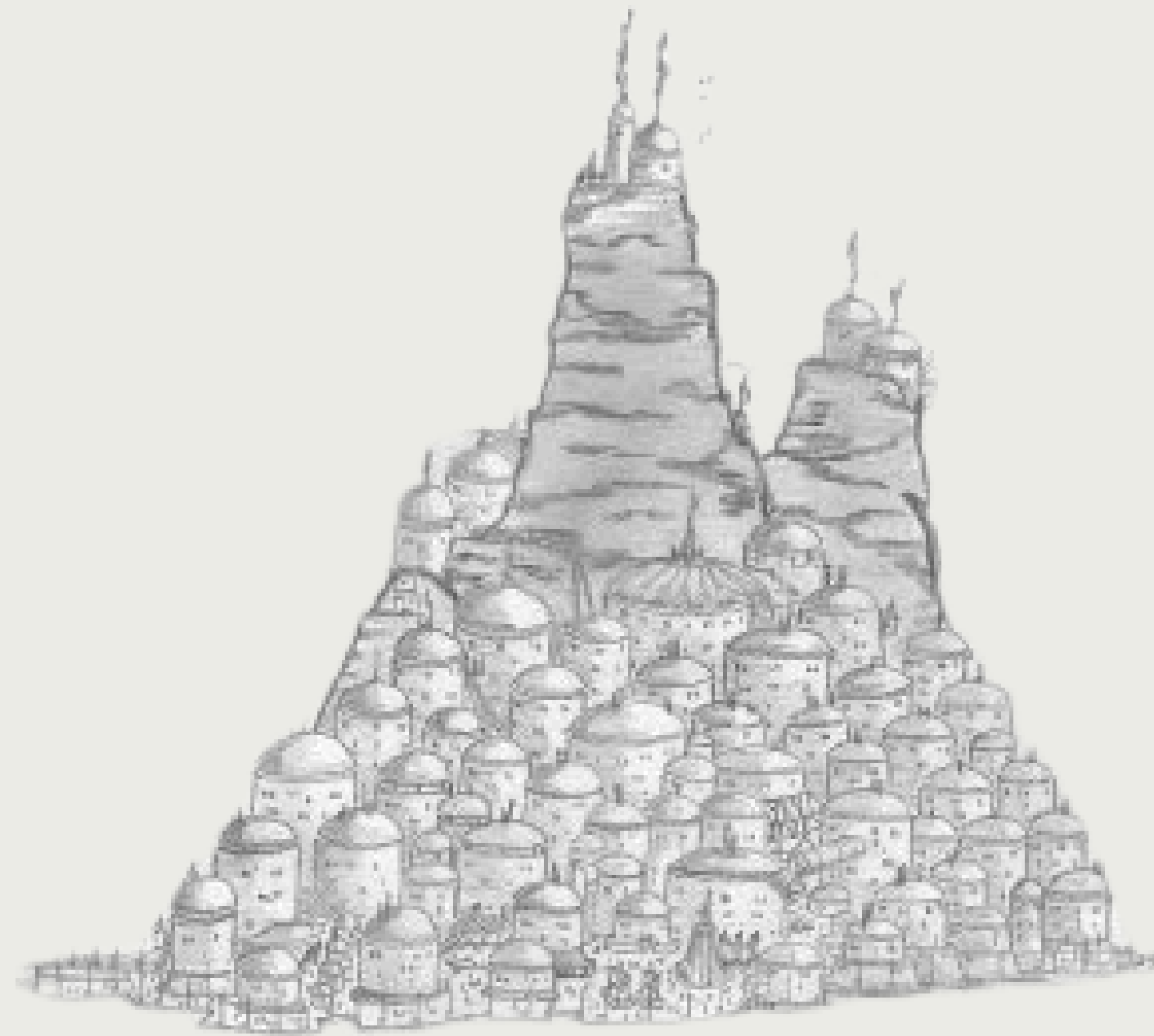
PHOTOGRAPHY (COMPOSITION & ATMOSPHERE)

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.





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 :	Garance GALLETY	pour "Elle et l'autre" (compte sur l'année suivante)
2ème.Prix :	Pierre-Gilles STEHR	pour "Douce nuit" 3000 F
	Jérôme SOURY	pour "Autroute" 1500 F
	Virginie BOUGAUX	pour "30 pas plus" 1500 F
	Grégoire BRULT	pour "Jeu de rôle" 1500 F
	Sébastien GIORGETTI	pour "Télémania" 1500 F
	Aurélien SARRAMON	pour "La Dame en blanc... en noir" 1500 F
	Harold SIMONNET	pour "Distraction" 1500 F
Prix.spécial.du.jury :	Antonin POIREE	pour "Shit happens"
2ème année		
1er.Prix :	Gilles BERTRAND-FREZOUZ	pour l'ensemble de son oeuvre 6000 F
Prix.de.la.meilleure.creation :	Christophe BORDET-FERRANTI	pour "Pro-creation" 3000 F
Prix.de.la.meilleure.relation.spectateur :	Laurent LEPLAIDEUR	pour "Abyssum" 3000 F
Prix.spécial.du.jury :	Bruno TOMASI	pour "Amore" 3000 F
	Xavier DELAETRE	pour "Costume un lion en cage"
Accessit :	Charlotte REMBAUVILLE	pour "Plus que 5 minutes"
Reconnaissance.de.l'ensemble.des.professeurs.et.de.l'école : Mamadou MLIK 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	pour "Zelig" - Maroc 3000 F
	Eric PLACHEZ	
J.R.I. 2ème année		
1er.Prix :	Christophe CONRAUX	pour "Sans papiers" et "Soldes" 3000 F
Ex.aequo :	Marie-Laure BURGNER	
	Edouard BRITCH	pour "Aubusson" 3000 F
Accessit.spécial.pour.reportage.et.fiction :	Jérémy LORION	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

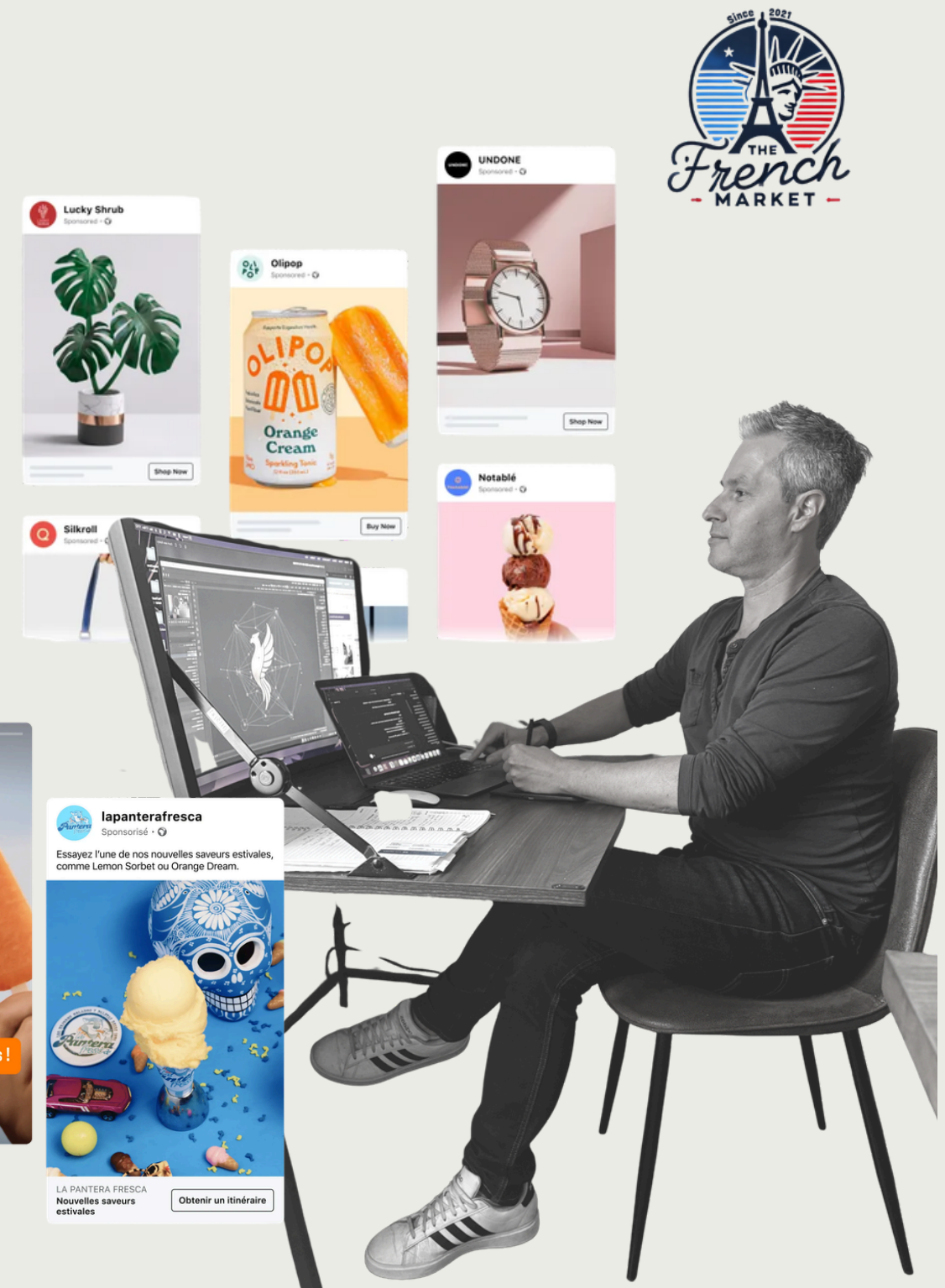
Observation → sketching → visual references → style exploration → selection → refinement.

Deliverables

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

Outcome

A stronger visual language and faster creative decisions across projects.



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

THE HOW 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) THE IMPACT

TOOLKIT

Core Skills

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

Creative Tools

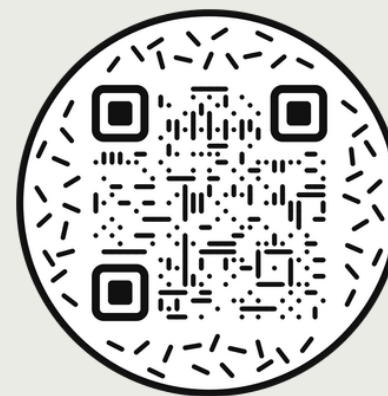
Design: Canva / Adobe (as relevant)

Video: Premiere / CapCut (as relevant)

Docs & planning: calendars, templates, brand guides

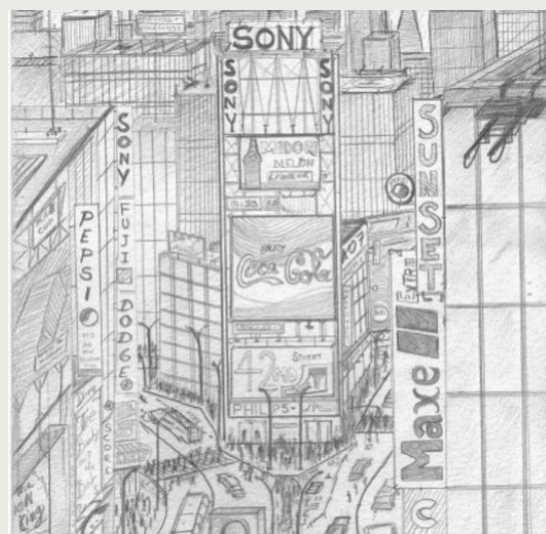
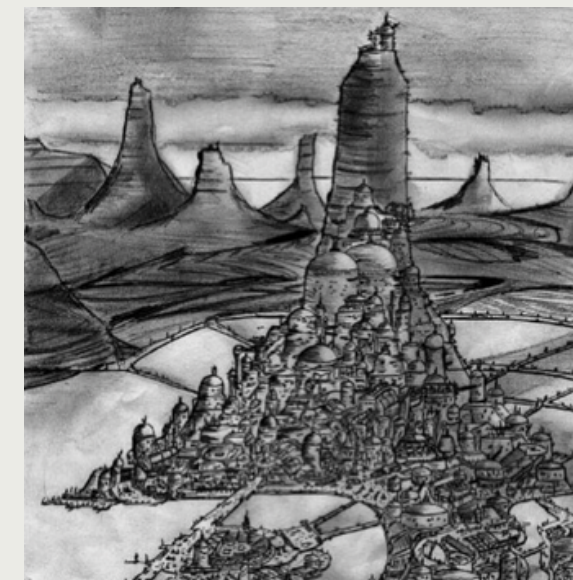
I'm always practicing

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



Craft is a habit.

VISUAL HIGHLIGHTS



THIS IS NOT A COINCIDENCE.

I grew up inspired by Walt Disney.
Not just the magic,
but the intention behind it.

Years later, life brought me here.
Celebration, Florida.
Ten minutes away from the parks.
I could have been anywhere.
But I'm here.

I've spent years building, creating,
learning how ideas become real.
From film sets to brand storytelling,
from structure to emotion.

Today, I'm at a turning point.
I don't want to create for people anymore.
I want to build with a team.

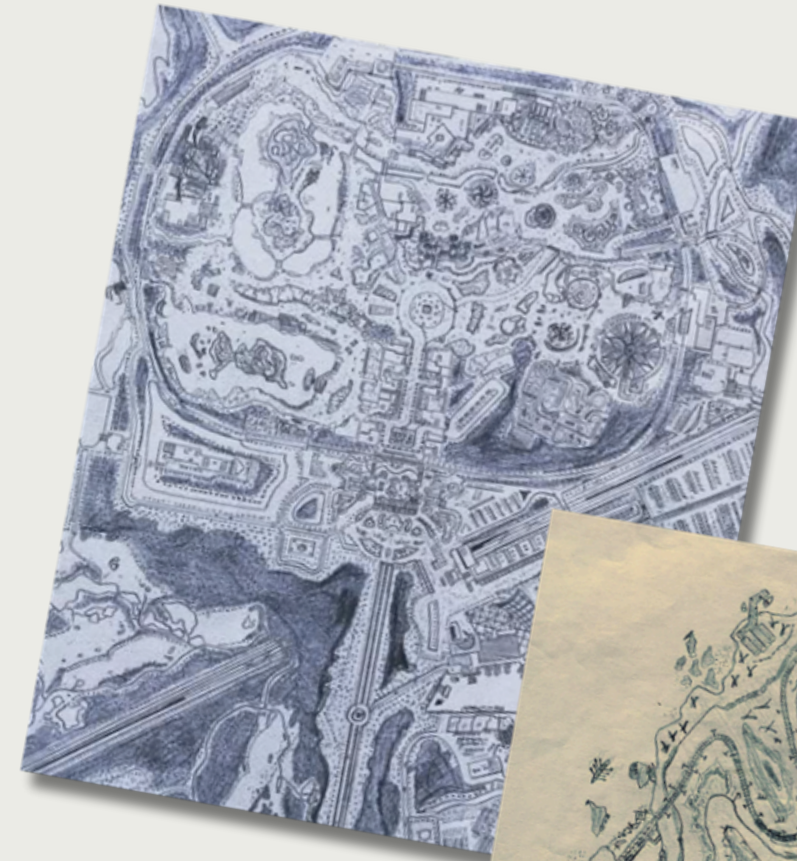
As a French creative,
raised with Disneyland Paris,
inspired by the people who shaped it,
I bring a perspective rooted in
detail, emotion, and storytelling.

I believe I can contribute
to experiences people don't just see...
but truly feel.

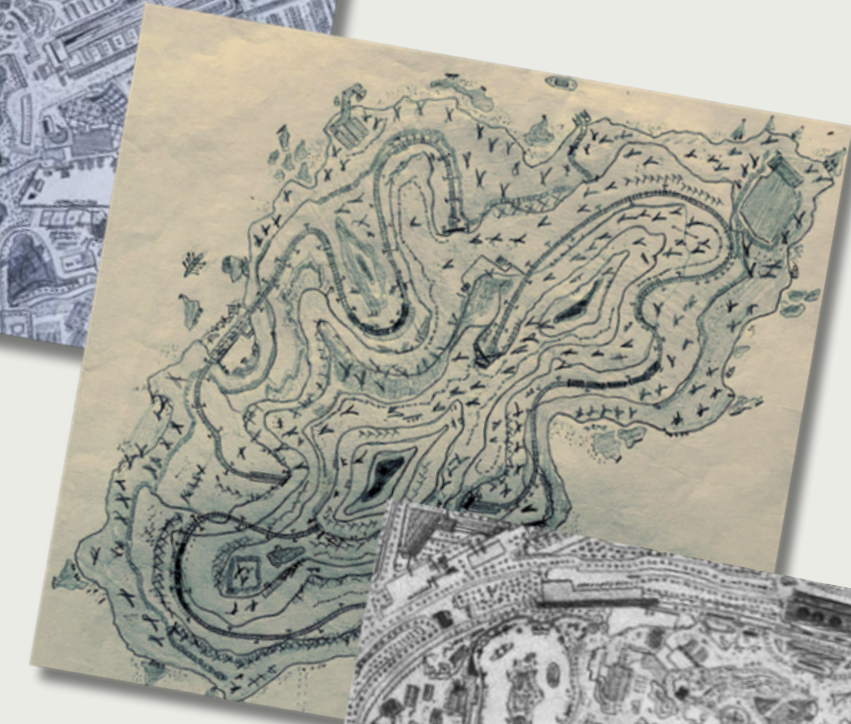
Let's build something meaningful.
Together.

Sebastien Giorgetti
Creative Producer

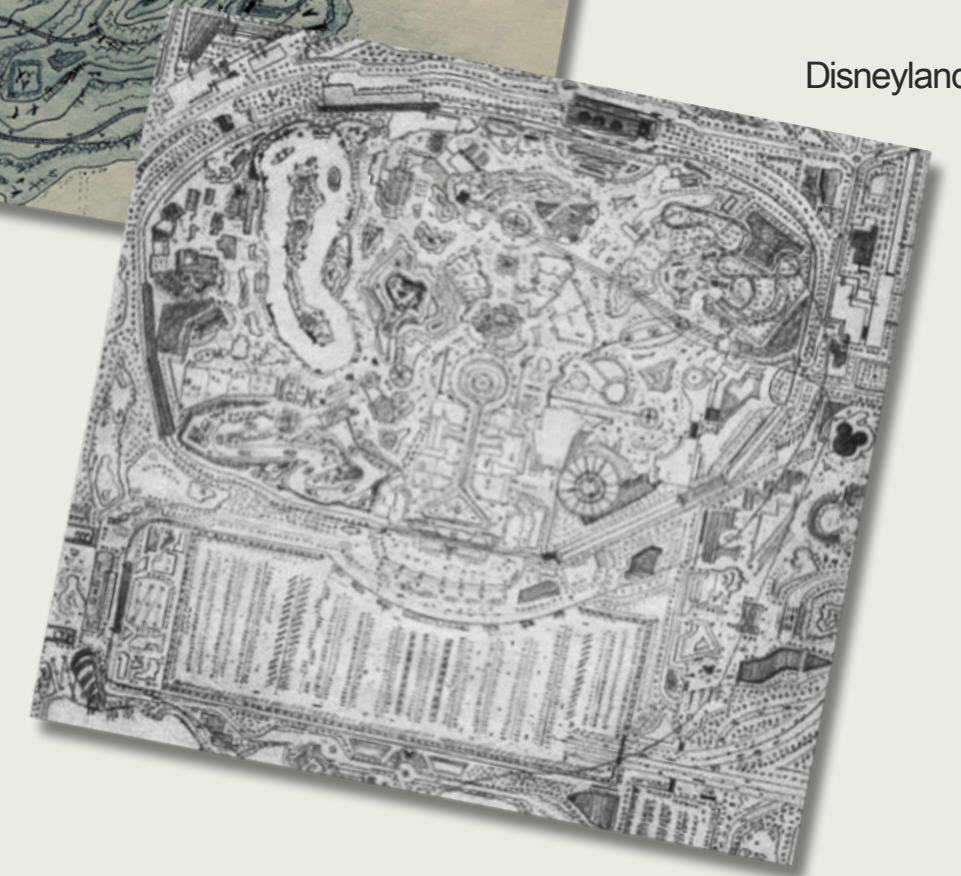
Before I knew how to build them,
I was already drawing them.



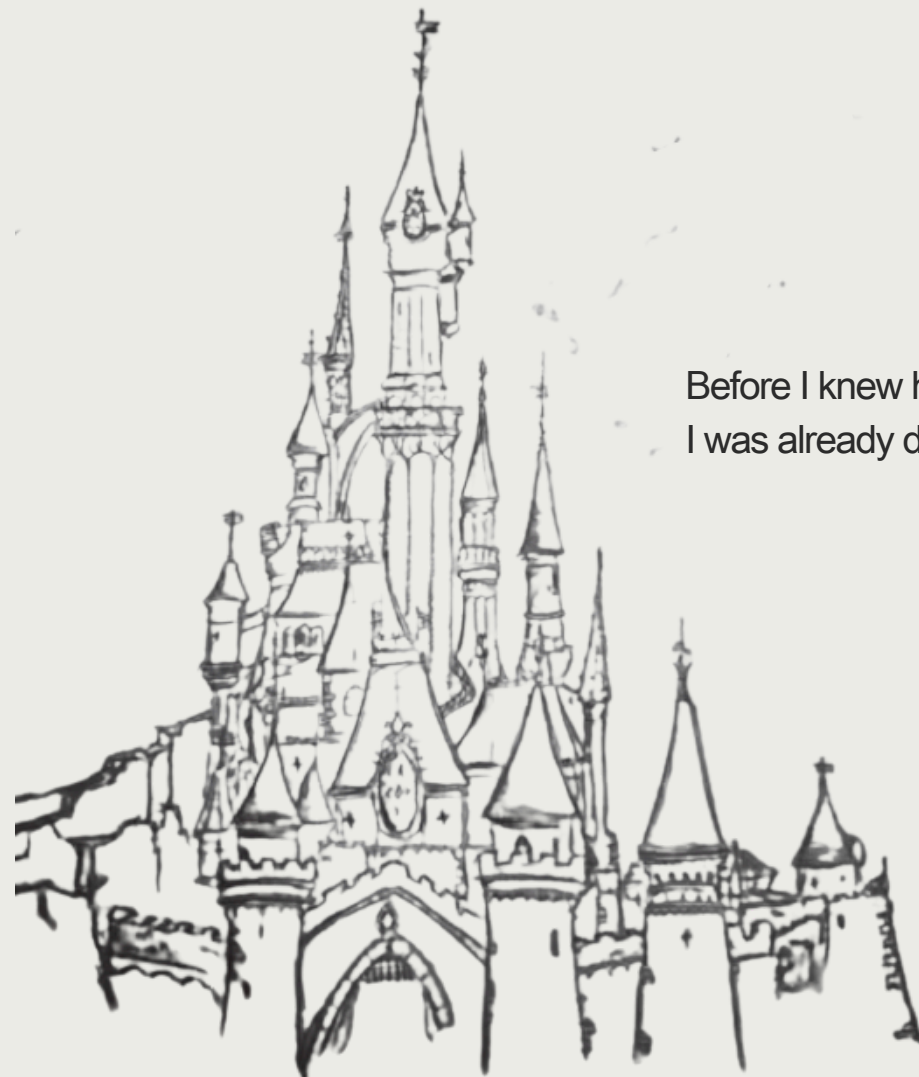
Disneyland Paris



Big Thunder Mountain



Disneyland



CREDENTIALS & RECOGNITIONS

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

THIS IS WHERE THE STORY BEGINS.

I DON'T JUST CREATE CONTENT. I BUILD EXPERIENCES PEOPLE REMEMBER.
AND I'M READY FOR THE NEXT ONE.

CREATIVE PRODUCER

STORYTELLING • EXPERIENCE • EMOTION

CREATIVE PRODUCER & STORYTELLER

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