

CLAYTON HAUGEN  
VISUAL RESUME



## STATEMENT

My passion is communicating creative ideas with an emphasis on using a multidisciplinary approach. This direction has given me the ability to work anywhere within the entire creative process. My greatest skill is being able to take a creative idea all the way from concept to finished product.

## WORK EXPERIENCE

○ 2012 - 2022

### INDEPENDENT FILM PRODUCTION

WRITER / DIRECTOR / PROUDCER

Oversaw the development of several proof-of-concept films. One of which was optioned, developed, and distributed theatrically (Hard Kill 2020 starring Bruce Willis) by a Los Angeles based production company (EFO Films). While working on the projects, my roles included script writing, pre-visualization, art direction, production coordination, directing, producing, and post-production responsibilities.

○ 2014 - 2018

### CONTENT CREATOR

DILLON AERO

At Dillon Aero, I was tasked with creating and directing material to visually overhaul the company and its public/marketing image. During this time, I drove the creative direction of the company and its media.

○ 2016 - PRESENT

### FREELANCE MEDIA PRODUCTION

CONTENT CREATOR

In 2016, I began work as a freelance creative director and artist to provide marketing media and material for private clients. Projects range from photoshoots/videoshoots to developing marketing concepts and strategies. Additionally, I operate an online merchandise outlet where I create and sell works of art.

## ADDITIONAL SKILLS

Adobe Premiere  
Adobe After Effects  
Adobe Photoshop  
Adobe Illustrator  
Unreal Engine  
Autodesk Maya  
Autodesk 3ds Max  
Autodesk Fusion 360  
Substance Painter  
Blender  
Pixologic ZBrush  
Maxon Cinema 4d

Cinematography  
Photography  
Lighting for Cinema /  
Photography  
Visual Effects  
Art Construction (Wardrobe, Props, Sets)  
Creative Writing  
Art Direction  
Production Documentation  
Creative Consulting  
Illustration

## EDUCATION

2007 - 2011

### BACHELORS OF ARTS IN LITERATURE, WRITING, and FILM

ARIZONA STATE UNIVERSITY

Education was centered on developing the skillset of storytelling. This was accomplished by studying the origin and techniques of English literature with an emphasis on Medieval poets and epics.

2021

### INDIVIDUAL COURSES ON 3D DESIGN/DIGITAL ART

Gnomon -- School of Visual Effects, Games & Animation

Intro to Maya

Learn Squared

UI and Data Design for Film

Futuristic Character Design

Concepting in Zbrush

Complex Hard Surface Modeling

Visual Storytelling

## PUBLICATIONS

Sony Playstation Magazine(2012)  
DEFENSE Helicopter(2014, 2015)  
Military Leak (2015)  
Van Horn Aviation (2015)  
Defense Media Network (2016)  
Seekins Precision (2017)  
*Hard Kill (2020)*

## EXPERTISE

- Production Coordination
- Creative Direction
- Leadership
- Social Media Marketing
- Online Marketing
- Post Production
- Problem Solving
- Budgeting and Planning
- Pre-Visualization
- Collaboration

## CONTACT

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## PRODUCTION TIMELINE

2012 - 2022

The following pages are both a visual guide and a comprehensive look at the work I have created.

## NOVEMBER RENAISSANCE

2012 - 2013

ROLES PERFORMED: WRITER / ART DIRECTOR / WARDROBE /  
LOCATION MANAGER / PRODUCTION COORDINATOR / PHOTOGRAPHER / CINEMATOGRAPHER  
/ DIRECTOR / PRODUCER / EDITOR





## NOVEMBER RENAISSANCE

November Renaissance was a proof of concept film that was designed as a prototype to secure development for a full feature film. The goal was to demonstrate a small scale version of the larger project so that investors and interested parties could visualize and understand what the end result would be.

The project was science fiction in nature and was designed to explore the theme of emerging technologies within an unstable world.

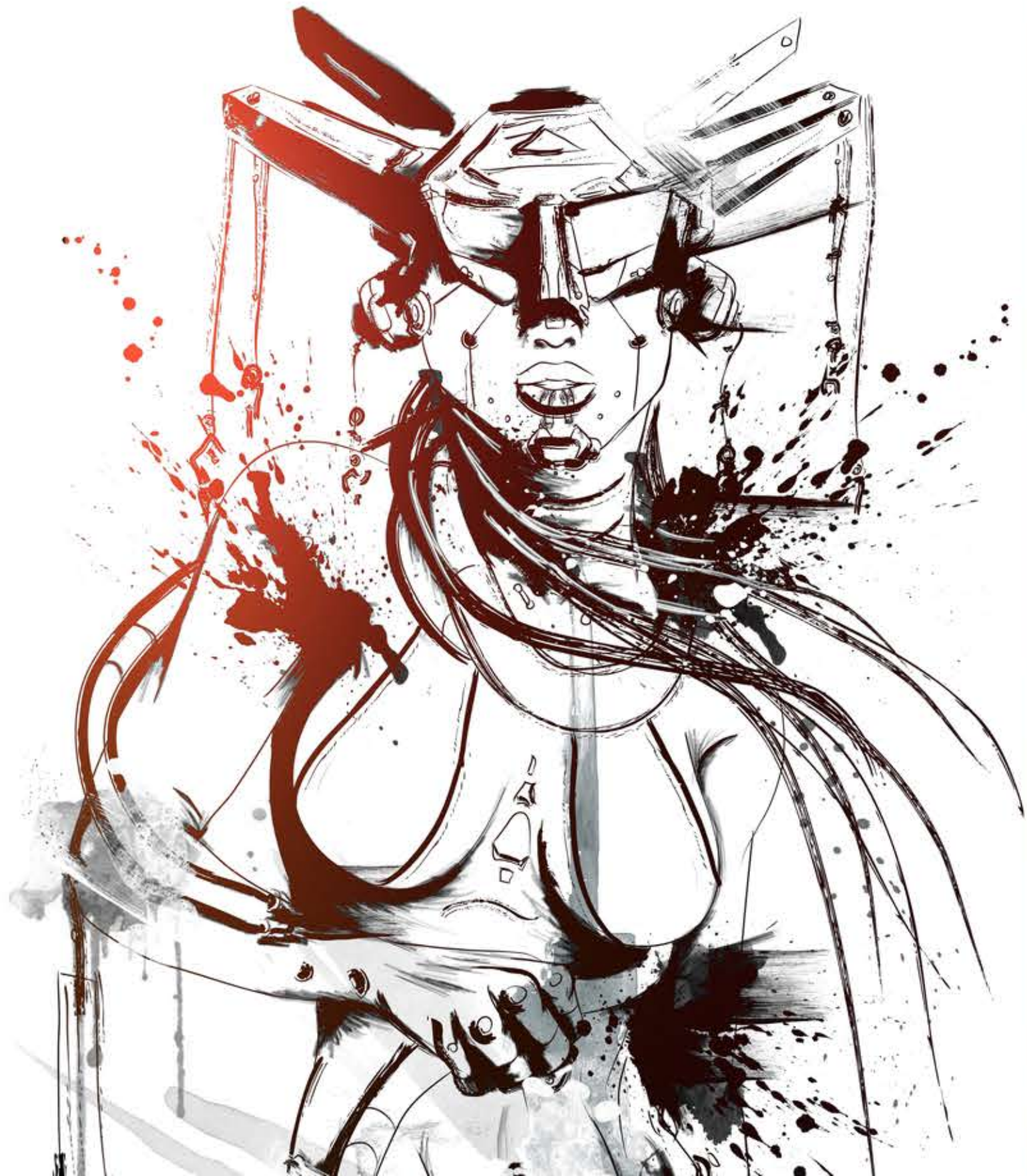
VOICE OVER  
It has become hard to recognize  
this world as reality. Each day it  
emerges more and more from the  
pages of fiction.

VOICE OVER  
of the future, its  
fiction.

VOICE OVER  
In the cold war of the future, it's  
the corporations that now stand on  
the ashes of the governments they  
destroyed.

VOICE OVER  
a product that





**NOVEMBER RENAISSANCE**  
CONCEPT PROCESS SAMPLE

Image on Left: Preliminary drawing of AI Villain for the project  
Image on Right: Collaboration of mixed media, combining photography with 3D modeling



**OPEN SOURCE**  
2014 -2020

ROLES PERFORMED: WRITER / ART DIRECTOR / WARDROBE /  
LOCATION MANAGER / PRODUCTION COORDINATOR /  
PHOTOGRAPHER / CINEMATOGRAPHER / DIRECTOR /  
PRODUCER / EDITOR





DEVELOPING COVERAGE

## THE EVOLUTION OF CYBER WARFARE IS MILITARY INTERVENTION JUSTIFIED?

As their numbers increase, or even their capabilities, it is the ripple effects that they will have in areas ranging from politics and

### OPEN SOURCE

Open Source was a follow-up proof of concept film, the project was executed as a narrative short film that focused on a darker military theme. The story was written to explore the dangers of a post-government world, one without nations or representative leaders. Open Source was also designed as a small scale prototype for a larger feature film.

After the project was finished, it was acquired for development by a Los Angeles based producer. In mid 2015, Open Source was packaged to be pitched to production companies.

By October 2015, Open Source was pitched to over 25 Los Angeles based production companies. Some of the companies were:

Scott Free (Black Hawk Down)  
Color Force (The Hunger Games)  
Thunder Road (John Wick)  
Genre Films (Elysium, The Martian)  
De Line Pictures (Ready Player One, Body of Lies)  
New Line Cinema (Lord Of The Rings)



**OPEN SOURCE** to **HARD KILL**

By January of 2016, Open Source was optioned and acquired by EFO films (Lone Survivor, End Of Watch).  
By August of 2020, Open Source had gone from proof of concept prototype to finished and distributed feature film. Open Source was retitled in 2020 to "Hard Kill"



# DILLON AERO

2014 - 2018

ROLES PERFORMED: CONTENT CREATION / MARKETING STRATEGIST / PRODUCTION COORDINATOR /  
PHOTOGRAPHER / CINEMATOGRAPHER / CREATIVE DIRECTOR / EDITOR



## DILLON AERO

At Dillon Aero, I worked in a unique environment unlike any other. Productions involved coordinating and directing large teams of personnel in conjunction with military vehicles and weapons. In the end, creativity was combined with technical direction to create the brand of the company.

# PUBLICATIONS

My work at Dillon Aero was published in the following outlets:

DEFENSE Helicopter  
Military Leak  
Van Horn Aviation  
Defense Media Network  
MD Helicopters

## **International Trade Show Publications**

ARMY AVIATION ASSOCIATION (2014-2019)  
Special Operations Forces Industry Conference (2014-2019)  
Association of the United States Army Annual Meeting & Exposition (2014-2019)





## ADDITIONAL WORK

2016 - 2022

ROLES PERFORMED: CONTENT CREATION / PRODUCTION COORDINATION /  
PHOTOGRAPHER / CINEMATOGRAPHER / DIRECTOR / PRODUCER / EDITOR



## ADDITIONAL WORK | “Jump and Gun” (2018)

Jump and Gun was a project where I functioned as production coordinator. The objective of the project was to film a live event in which 3 separate teams of competitive shooters skydived into a gun range and ran an obstacle course. All teams had to complete the course and make it to an extraction helicopter on time.

Jump and Gun was another instance of a project being taken from idea to finished result.



## ADDITIONAL WORK

Parallel to both proof of concept work, and Dillon Aero, I built and ran a social media project to create conceptual photography for an array of film/video game concepts that I was prototyping.

The account grew over the years and at its peak, it was at a reach of 133k followers. Additionally, I sold copies of the artwork via physical and digital goods as a means to develop a self-sustaining revenue for the project. Recently, my focus has shifted to integrating my background into a video game environment.



THANK YOU FOR YOUR CONSIDERATION

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