

PEDRO CABRAL

Video Editor • Motion Designer • Colorist

Filmmaker & Post-Production Educator | Plus: Unreal Engine Authorized Instructor (Epic Games)

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PROFESSIONAL SUMMARY

Video Editor and Motion Designer with 8+ years of experience in advertising, music videos, corporate and social-media content, and game trailers. Handles the complete post-production pipeline — story and rhythm editing, motion graphics, color grading and sound finishing — in Adobe Premiere Pro, After Effects and DaVinci Resolve. Advertising work for brands such as Sadia, Wella and IWM through partner production houses. Post-production educator at EBAC and Rivers School, used to explaining creative choices clearly and working with direct feedback. Added value: Epic Games-certified Unreal Engine instructor, able to deliver 3D previz, virtual-production shots and real-time cinematics when a project needs it.

EXPERIENCE

Freelance Video Editor & Motion Designer

Feb 2020 – Present

Self-employed • São Paulo, Brazil

- Edit, color grade and finish commercials, music videos, corporate videos and social-media content, from rough cut to final delivery.
- Advertising projects for Sadia, Wella and IWM via production houses; direct clients include MonkeyBusiness and The Amazonic.
- Story-driven game trailers for Steam and YouTube, cut to music and text cards, with pacing designed for retention.
- Motion graphics, titles and 2D animation in After Effects; sound editing, music selection and cue sheets for web-series episodes.

Editor & Cinematic Artist

Dec 2024 – Oct 2025

Extraordinary Game Studio — Midnight Dreams (indie game)

- Sole owner of narrative video content: 20+ cutscene sequences, from storyboard/previz to camera direction, editing and final export.
- Built scenes in Unreal Engine 5 (animation, lighting, camera) and finished them in post, keeping visual and narrative consistency.
- Worked directly with game and art directors through review rounds and delivery deadlines.

Tutor — Video Editing, Color Grading & Motion Design

Mar 2022 – Present

EBAC – British School of Creative Arts & Technology

- Mentor students in Premiere Pro, Film Editing, Color Grading, After Effects, 2D Animation, Storyboard, Screenwriting, Documentary and Unreal Engine.
- Create course materials and give 1:1 technical and creative feedback on student edits.

Instructor — Post-Production, Sound & Real-Time Cinematics

Jun 2018 – Present

Rivers School of Games & Design • São Paulo, Brazil

- Taught Post-Production, 3D Modeling and Graphic Design (2018–2021); sound design for games since 2019.
- Sole instructor of the Cinematic Production in Unreal Engine module (since 2022).

SKILLS & TOOLS

EDITING & POST

- Adobe Premiere Pro
- DaVinci Resolve (edit & color)
- After Effects
- Photoshop / Illustrator

CRAFT

- Narrative & rhythm editing
- Color grading & correction
- Motion & 2D animation
- Sound design & music editing

FORMATS

- Commercials & brand content
- Music videos
- Corporate & social media
- Trailers & documentary

PRE-PRODUCTION

- Script & storyboard
- Direction & camera
- Previz (3D)
- Blender

Differentiator — Unreal Engine 5: Epic Games Authorized Instructor (active certification). Sequencer, cinematic lighting and real-time rendering for previz, virtual production and game trailers/cutscenes.

EDUCATION & LANGUAGES

Postgraduate — Audiovisual Content Creation • FAAP

May 2026 – In progress

Storytelling Design Certificate • Vancouver Film School × FAAP

Certificate

B.A. in Audiovisual Production • FAM University Center

São Paulo, Brazil

Advanced music studies • Souza Lima School of Music • EM&T

São Paulo, Brazil

Languages: Portuguese (native) • English (professional working proficiency)