

Tori Ciampa

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"an award-winning creative with a vast background in brand, product experience, and marketing"

WORK EXPERIENCE

Picture Head

Head of Creative

Los Angeles, California

October 2025 - Present

- partnered with the CEO and other company stakeholders to establish a creative division for marketing editorial
- led the creative team with a focus on strict budgets and high creative output by utilizing materials that had previously been cleared for use to create strong assets at a fraction of the cost to clients

Netflix

Contract Games Producer / Editor

Los Angeles, California

March 2025 - October 2025

- worked with cross-functional teams to bring bar-raising creative to the launch of live-service games as well as the highly-anticipated party games, with titles including *Blood Line* and *Party Crashers*
- conceptualized marketing ideas to be pitched to talent for cross-promotional game *Happy Gilmore '98: The Demo*, resulting in excitement from stakeholders and a streamlined finishing process

Crunchyroll

Contract Producer / Editor

Los Angeles, California

March 2025 - October 2025

- marketed highly-anticipated, tentpole titles by providing high quality editorial for presentations with stakeholders, cross-functional partners, and senior executives in both B2B and B2C formats

Netflix

Product Producer / Editor

Los Angeles, California

April 2022 - October 2024

- contributed to the positioning and product strategy for groundbreaking titles, including: *Blue Eye Samurai*, *Worst Ex-Ever*, *One Piece*, *Arcane*, and many others
- collaborated with strategists, content, and marketing teams to pitch and create content that served to promote titles across multiple channels on and off service
- translated consumer insights and key analytics into scalable ideas and pitches to further innovate member experience, ideas including; interactive game trailers and kids' playlists on-service

Aspect

Contract Editor

Los Angeles, California

October 2021 - April 2022

- contributed creatively and editorially to a number of titles, ranging from full 360 campaigns to social media focused spots
- worked with our gaming team to create assets for cross promotional events and partnerships for Activision's *Call of Duty*

MOCEAN

Contract Editor

Los Angeles, California

September 2021 - October 2022

- brought in to create B2B presentation sizzles for both clients and the company as a whole

Blizzard Entertainment
Contract Games Editor

Irvine, California
January 2021 - September 2021

- trusted as the exclusive trailer editor for the highly anticipated release of *Diablo II: Resurrected*, showcasing the beloved IP in a way to both satisfy and excite legacy fans while intriguing new audiences
- collaborated cross-functionally to launch numerous marketing assets for in-game updates and developer news, keeping a finger on the pulse of the gaming industry to deliver materials and drop content when most effective to our audiences

MOCEAN
Contract Editor

Los Angeles, California
November 2020 - December 2020

- ideated, pitched, and created multiple assets for a variety of Netflix shows to play on-product, with a focus on user experience and retention on the platform

MOCEAN
Editor

Los Angeles, California
September 2019 - August 2020

- an early creative during the launch of Disney+, partnering with producers to market titles such as *The World According to Jeff Goldblum* with a strong emphasis on subscriber growth and retention
- presented to marketing executives at anime juggernaut Crunchyroll a variety of marketing options for the rollout of their slate of original content, leading to a winning bid and the execution of an exclusive trailer for the streaming service

Outpost Media
Editor

Burbank, California
April 2017 - August 2019

- lead marketing creative on *Voltron: Legendary Defender*, one of the most successful collaborations between Dreamworks and Netflix, often integrating insight from audiences online to create stronger and more targeted marketing assets
- brainstormed with producers to pitch a variety of social media-driven content ideas to clients such as Disney, Dreamworks, and Pixar

RECOGNITION

- 2025 Golden Trailer Award Winner: Best Animation/Family TV Spot - TV/Streaming Series
- 2025 Golden Trailer Award Nominee: Best Original Score (Trailer/Teaser) - TV/Streaming Series
- 2024 Clio Entertainment Award Winner: Motion Graphics | Audio Visual Craft | Television & Streaming
- 2024 Golden Trailer Award Nominee: Best Graphics in a (TV Spot/Trailer/Teaser) for a series
- 2024 Global Entertainment Awards Global Winner: Best Visual Design
- 2023 Promax / GEMA Global Excellence Award Winner: Children: Clip-Based Program Promo
- 2023 Promax / GEMA North America Winner: Children: Clip-Based Program Promo
- 2023 Global Entertainment Awards Regional Winner: Teaser
- 2022 Clio Entertainment Award Winner: Home Entertainment Trailer
- 2022 Clio Entertainment Shortlist: A/V Mixed Campaign
- 2021 Clio Entertainment Award Winner: Home Entertainment A/V Spot
- 2020 2x Telly Award Winner: General Promotional Video: Media Promotion
- 2020 Telly Award Winner: General Promotional Video: Entertainment
- 2019 Golden Trailer Award Nominee: Best Animation / Family TV Spot/Trailer/Teaser for a Series