

PAUL DAVID EVERATT

Video Editor, Sound Designer & Post Production Generalist

Scunthorpe, UK | Contact: pauldavideveratt.com/contact

Website and portfolio: pauldavideveratt.com | YT Jobs: ytjobs.co/talent/profile/23599 | IMDb: imdb.com/name/nm7724468

Available for freelance work and permanent roles

Profile

I've spent 15+ years finding stories in raw footage. At Element Animation, I built viral campaigns for Minecraft. More recently, I've edited travel vlogs and brand documentaries, weaving interviews and footage into coherent narratives. I can take hours of material, find what matters, and distil it into something that actually lands. And because my background is in music production and composition, I can score it too.

Career Highlights

393M+ views on YouTube, including *Minecraft Enderman Rap* (81M), *Villager News: WAR!* (66M) and nine Minecraft Live productions for Mojang.

Assistant Director at Element Animation (5.25M subscribers). In a tiny team building viral Minecraft campaigns for Mojang and Microsoft, I wore every hat: writing, 3D assets, layout, compositing, VFX and managing freelance animators. I was also the studio's entire audio department.

Music that became an anthem: I composed the Minecraft Live 2022 Announcement Trailer (17.7M views), and the track is now the official Minecraft Live anthem, remixed every year since.

How I Work

Story first, always. I can do flashy cuts and transitions, but I know the difference between flash and substance.

I love the small stuff. The timing of a cut, the music drop, the right sound: that's what lifts footage from competent to compelling.

I edit like an audience member. I've spent years working out why some content lands and some doesn't.

I know the whole pipeline. From ideation and storyboarding to on set and post, so I know how early decisions shape what's possible later.

I build my own tools. I automate the slow, repetitive parts of post production, so the time goes on the creative parts.

Key Skills

Editing and post: documentary, commercial, brand, music video, explainer, travel, gaming and YouTube long-form; Shorts and Reels; story structure; multi-camera sync; colour grading; compositing 3D render passes; motion graphics; VFX.

Sound and music: sound design, foley, voice recording, mixing and mastering, music composition and production for film, advertising and corporate video; 360° VR and live event audio.

Software: Adobe Premiere Pro, After Effects, Audition, Photoshop, Illustrator, Lightroom; Cinema 4D; Ableton Live; Logic Pro; Topaz Video AI; Microsoft Office; Google Workspace.

AI and development: Claude Code, ChatGPT, AI transcription (WhisperX), generative AI; Python, JavaScript, TypeScript, React, ExtendScript, HTML and CSS.

Production: scriptwriting, storyboarding, shoot planning, camera operation, photography (Starbucks UK, featured in Dazed Digital), YouTube channel management, thumbnail design, managing freelancers.

Experience

Managing Director, Freelance Video Editor & Sound Designer – PDE Productions

August 2021 – Present · Freelance, UK

My own post production business: editing, sound, music and motion graphics for studios, brands and creators.

Mojang Studios and Element Animation: Composer, Sound Designer & Mix Engineer

- Minecraft Live 2022 Announcement Trailer** (17.7M views): wrote and produced the music, starting from a New Order "Blue Monday" reference and working closely with the animation team. I also handled all the sound effects, mixing and mastering.

- **Happy Ghast Music Video** (2.9M, Minecraft Live 2025): two composers had tried it. One version was too quirky, the other too "Disney". I arranged a version that kept the edge of one and the polish of the other, which saved the agency from hiring another composer a week before the deadline.
- Sound design, mixing and mastering across Minecraft Live from 2021 to 2025, including *The Monster in the Woods* (19.6M), *Caves & Cliffs: The Musical* (13M) and *A Warden's Song* (10.4M).
- **The 20 Million Villager Song** (7M): built a song people actually want to listen to out of Villager voice samples. It took a lot of revisions and some ingenuity.

YouTube and Twitch creators: Video Editor, Channel Manager & Thumbnail Designer

- **WackyJacky101** (601K subscribers, top 0.03% Twitch streamer): edited gameplay highlight videos with cinematic segments recorded through the game's replay system.
- **Halifax** (top 0.08% Twitch streamer): set up and grew the YouTube channel to 20K subscribers. I created the branding, composed the original intro music, animated the intros in After Effects, and designed the thumbnails and social media assets.
- **CDome** (41.3K subscribers): edited daily gameplay videos and designed their thumbnails, regularly beating the channel's usual view counts. Built a custom Premiere Pro panel that cut down repetitive edit tasks.
- **Friend** (1.93M subscribers, formerly TycerX): cut multi-angle footage of 2+ hours down to engaging 20-minute videos on 2–3 day turnarounds, with music, sound and visual effects.

Documentary and brand: Video Editor & Graphic Designer

- **JestXplore**: took a week of footage from "Kayaking in Antarctica" and wove it into a story-driven travel documentary with comedy and a sense of wonder.
- **Rehabilitate Therapy**: wrote, storyboarded and edited a promo video, made an explainer animation for a conference, and designed new branding.

Assistant Director – Element Animation

June 2015 – August 2021 · Minecraft animation studio, 5.25M YouTube subscribers

A small team with a huge, expectant audience, so I wore many hats across the whole pipeline. Credits include *Villager News: WAR!* (66M views, VFX), *Villager News: The Giant Problem* (34M; writing, layout, compositing, VFX, sound and music) and *Minecraft Live: The Nether Update Encore* (18M; sound design and VFX).

- **Pre-production**: came up with concepts and wrote story ideas and scripts; did 3D asset modelling, UV mapping and texture art in Cinema 4D; helped build character animation rigs.
- **Production**: did layout, voice acting and audio recording; managed freelance animators and reviewed their animation.
- **Post production**: composited and reviewed render passes, added post effects, ran quality control and worked with the team to fix complex render issues.
- **Audio**: did the foley, sound design, music, mixing and mastering for most of the studio's videos.

Creative Director – ENON Films (formerly Let There Be Light Productions)

November 2011 – June 2015

- Lead showrunner on *Unsigned Transmissions*, a live music TV show broadcast on Estuary TV in 2014.
- Developed promo concepts with clients, wrote shot lists, planned shoots, and designed and coded websites.
- Camera operation, cinematography, editing, colour grading, audio recording and mixing, motion graphics and composition.

Tools I Have Built

- **MagiCC, AI captioning pipeline** (Python, WhisperX, JavaScript, ExtendScript): word-accurate AI transcription, a browser review editor and an expression-driven After Effects caption rig. No more keyframing every word by hand.
- **ReelFrame, vertical video editor** (Python, Flask, ffmpeg): turns 16:9 footage into 1080×1920 Shorts and Reels with split framing, keyframed pan and zoom, mixing and built-in animated captions.
- **The CDominator, Premiere Pro panel** (CEP, ExtendScript): turns repetitive gaming edit tasks like zoom punches, overlays and censor bleeps into one click each.

Education

BA (Hons) Creative Music Technology, University of Hull · 2008 – 2010

FdA Music Production, University of Lincoln · 2006 – 2008

A Levels: Computing, Design, Photography, Electronics, Physics. John Leggott Sixth Form College · 2003 – 2005