



Cameron Sly

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Lighting | Grip | Camera | Editing

Selected Filmography

On Set Lighting/Grip/Technical

Klara and the Sun (2024) Feature film - **Lighting Rigger**
Notable crew; Stacey Hoggard, Giles Coburn (Gaffer)

Zelda (2026) Feature film - **Lighting Rigger Casual**

The Man Who Knew Too Late (2025) Short film - **Lighting Assistant**

Bad Bagels (2023) Short film - **Camera Assistant**

To Te Wai (2023) Short film - **Lighting/Camera Assistant** | Show Me Shorts Festival

Arrgh! (2022) Short film - **Camera operator**

Director/Production/Editing

Through the Roof (2022-2025) Short film series - **Director/Producer/Editor/Camera**

Kiwi Firepower of WW2 (2024) Documentary - **Director/Editor/Camera**

The Third (2025/26) Short film - **Director/Editor**
Notable crew; Jared Jones (DP)

Fallschirmjäger (2025/26) Documentary - **Director/Editor**

Spark (2023) Short Film - **Director/DoP** | Winner - Best film on disability, Cannes monthly short film competition 2023

Better Aotearoa (2023-2024) - **Editor**

Extraction (2025) Short film - **Director, Cinematographer & Editor**

Motion capture/Animation

Shadow of the Republic (2020) Short film - **Producer/Motion Capture/Story boarding** | Winner - Production, Southern Shorts Awards 2021

Cinematic Captures (2020-2021) Short films - **Facial motion capture artist**

Awards

Best Short Film on Disability — Cannes Monthly Short Film Competition (*Spark*), 2023

Best Producer of Best Fan Flick — (*Shadow of the Republic*), 2021

Work experience overview

Film Industry Technical Roles

Hire Team (Lighting Rental) — *Professional Lighting Services*, Oct 2024 – Present
Delivered professional lighting and grip rental experiences for clients - dry hire, installations and deliveries.

Hire Team Casual Contractor — *XYTech Lighting Systems*, mid-2022 – 2024 (part time contractor)

Broadcast & Commercial Experience

Sports Camera Operator — *The Stream Shop*, 2022–2023
Operated broadcast cameras for live sport coverage

Sales & Web Management — *Photoshack* (Photography Retail Store), 2022 (6 months)
Provided clear marketing and up to date information for customers.

Animation & Digital Media

Animation & Mocap Developer — *Cinematic Captures* (YouTube Channel), 2020-2021
Developed facial motion capture methods. Provided advising and technical input for channel projects.

Key Skills

Technical skills

Technical Skills

- Lighting setups, rigging, grip assisting
- Camera operation (sports, doco, narrative)
- Live streaming workflow (sports + events)

Software

- Premiere Pro, DaVinci Resolve, After Effects, Photoshop, Illustrator, Animate
- Maya, Unreal Engine

Creative Skills

- Directing, producing, cinematography
- Editing, screenwriting
- Facial motion capture & animation R&D

Equipment

- Experienced with ARRI, Nanlux, Aputure, KinoFlo, Dedo, Litemat
- Ceeform, Powerlock, PDL, Socopex, Multicore and power distro
- CRMX, Astera lighting app, Basic DMX systems
- Upskilling in Blackout Lighting Console
- Dolly systems (Fisher, Matthews), rigging basics
- Greenscreen/bluescreen lighting

Interpersonal / customer skills

- Sales, web management, customer service
- Production leadership, cross-department teamwork, communication

Additional Information

- **Languages:** English (fluent), German (developing)
- **Licenses:** Full driver's license
- **On-Set Skill exposure:**
 - Experienced working with children
 - Experience with animals
 - Experienced with safe handling of firearms on set

Tertiary Education

Diploma in Film and Screen Production (Level 6) — *South Seas Film & Television School*, 2021

Diploma in Animation and Screen Production (Level 5) — *Yoobee Colleges*, 2019