DANIEL TORRES

VIDEO EDITOR

London, UK | Settled Status | danielpereiratorres@gmail.com | +44 756 357 3958

PROFILE SUMMARY

UK-based video editor specialising in game trailers, social content, promos and campaign assets, with seven years of experience creating content at SEGA Europe. Strong editorial instinct for finding the story, selecting the best moments and building engaging edits with rhythm, pace and visual impact. Skilled across the full post-production workflow, including motion graphics, VFX, colour grading, sound design and final delivery.

SHORT FORM EDITING



SKILLS

Editorial Storytelling | Rhythm & Pacing | Motion Graphics | VFX | Colour Grading | Sound Design

ADDITIONAL SKILLS

Gameplay Capture | Camera Operation | Drone Videography

SOFTWARE

Premiere Pro | After Effects | Audition | Photoshop

EDUCATION

ESPM
Escola Superior de Propaganda e Marketing – ESPM
São Paulo, Brazil | 2005–2011
Bachelor's Degree in Social Communication – Advertising and Marketing

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Academia Internacional de Cinema – AIC
São Paulo, Brazil | 2008–2009
Two-year Professional Programme in Filmmaking

EXPERIENCE

MEGABIT. | SENIOR VIDEO EDITOR

London, UK | Apr 2025 – Apr 2026 (1 year)

- Created game trailers, cut-downs, sizzles, promotional videos and social content from initial brief through to final delivery.
- Produced campaign assets for titles including Clawpunk, Lou's Lagoon, OMUT, Pathfinder: Abomination Vaults, Grit and Valor 1949, and Reach.

SOPHIAVERSE | SENIOR VIDEO EDITOR

Remote | Jun 2024 – Apr 2025 (10 months)

- Produced logo animations, scripts, branded motion graphics and social video content for Sophiaverse, an AI-powered Web3 game.

SEGA | VIDEO EDITOR

London, UK | Jun 2017 – Jun 2024 (7 years)

- Created game trailers, promotional videos, social content, cut-downs and internal announcements for major releases and ongoing campaigns.
- Shaped gameplay capture, cinematics and other source footage into engaging edits with strong storytelling, rhythm, pacing, sound design and motion graphics.
- Managed projects from initial brief and footage selection through editing, stakeholder feedback, versioning and final delivery across multiple formats and platforms.
- Collaborated with marketing, creative, capture, production and localisation teams across multiple titles, campaigns and deadlines.

SELECTED IPs: *Sonic, Football Manager, Yakuza, Alien: Isolation, Company of Heroes, Endless Dungeon, Two Point Hospital, Warhammer and Humankind.*

FREELANCE | VIDEO EDITOR & VIDEOGRAPHER

London, UK | Feb 2016 – Dec 2017

- Filmed and edited tourism, sports and branded content for clients including Total Foot, CityUnscripted and Lorco Films.

FREELANCE | VIDEO EDITOR & VIDEOGRAPHER

São Paulo, Brazil | Jan 2009 – Jan 2016

- Shot and edited promotional videos, behind-the-scenes content, book trailers and social content for clients across publishing, fashion, retail and the property sector.