

Cris Mertens

Film & TV Animation Editor (MPEG, IATSE Local 700 Union)

Los Angeles | (818) 422-8702 | crismertens@gmail.com | crismertens.com

PROFESSIONAL SUMMARY

Editor with 10+ years of experience in film and television animation, specializing in animatics and final picture for features and episodic series. Drives story clarity, pacing, and tonal cohesion through close collaboration with production and fellow editors. Brings a strong editorial voice to complex, long-form productions while maintaining efficiency across 2D and 3D pipelines. Lifelong dachshund enthusiast.

EXPERIENCE & CREDITS

<u>Slime - Additional Editor - Hammerstone Studios - Feature</u>	2026
<i>Partnered with lead editor and writer to rework animatics, tightening story structure, clarifying character relationships, and improving pacing across key sequences.</i>	
<u>Superman Experience: Defenders Unite - Editor - Warner Bros. Studios - Commercial</u>	2026
<i>Edited original 60s commercial and 30s/15s cutdowns for an immersive Superman (2025) experience on the Warner Bros. Studio Tour.</i>	
<u>Get Jiro - Co-Editor - Warner Bros. Animation (WBA) - Season 1 (10 episodes)</u>	2025
<i>Co-led editorial adaptation of Anthony Bourdain's graphic novel, defining the series' tone, pacing, and visual storytelling approach.</i>	
<u>Watchmen: Chapters I & II - Editor - WBA - Features</u>	2024
<i>Led editorial across a two-part adaptation of Alan Moore's acclaimed graphic novel, structuring each film independently while maintaining narrative and tonal continuity between them.</i>	
<u>Dora and the Fantastical Creatures - Co-Editor - Distr. Nickelodeon & Paramount - Short</u>	2023
<i>Co-edited theatrical short establishing Dora's 3D visual language, setting editorial and tonal benchmarks for the Paramount+ series.</i>	
<u>King Tweety - Co-Editor - WBA - Feature</u>	2022
<i>Engineered comedic timing for Looney Tunes characters, calibrating fast-paced gags against character-driven story beats.</i>	
<u>Young Justice: Phantoms - Editor - WBA - Season 4 (26 episodes)</u>	2021
<i>Maintained continuity across interwoven ensemble character arcs, aligning evolving storylines with DC canon within a high-volume episodic pipeline.</i>	
<u>No Escape (aka Follow Me) - Editor - Distr. Vertical Entertainment - Feature (Live Action)</u>	2020
<i>Led post-production, integrating 150+ VFX shots across vendors while preserving clarity, tension, and narrative momentum for limited theatrical release.</i>	
<u>Batman: Death in the Family - Co-Editor - WBA - Interactive Feature</u>	2019
<i>Co-architected editorial structure for a branching narrative, ensuring pacing, clarity, and emotional continuity across multiple viewer-driven outcomes.</i>	
<u>Teen Titans Go! vs. Teen Titans - Co-Editor - WBA - Feature</u>	2019
<i>Edited crossover feature balancing contrasting visual styles and humor sensibilities while maintaining character authenticity across both animated universes.</i>	
<u>LEGO DC Shazam: Magic and Monsters - Editor - WBA - Feature</u>	2018
<i>Integrated DC mythology with LEGO's comedic style, delivering a fast-paced, accessible film for broad audiences.</i>	
<u>LEGO DC Batman: Family Matters - Editor - WBA - Feature</u>	2018
<i>Balanced ensemble-driven comedy with character-focused storytelling, emphasizing Batman's personal relationships.</i>	

SKILLS & EDUCATION

Adobe Premiere Pro | Avid Media Composer | DaVinci Resolve | Storyboard Pro
AI Editing Tools | Narrative Editing | Animatic & Picture Editing | 2D/3D Workflows

BFA in Film Production
University of Central Florida