



Caleb Slain

Born in Grand Rapids, MI, Caleb Slain is a tireless creator who spent his childhood tinkering with cameras and obsessively editing footage.

At the tender age of 16, Slain became a sponsored gamer for *Halo 2* and was quickly recognized as one of the top 50 players in the world. He attributes the strong spatial awareness in his films to this background in gaming, where he spent years training to be hyper conscious of his surrounding's geometric nuances.

After dropping out of film school as a teenager, Slain rallied over 80 local professionals to band together to produce *The Lost & Found Shop*, a vibrant and ambitious short film that went on to win Best Short Film at NFFTY and generate buzz around the globe. The short showcased his taste for meticulous set design, extended one-shot sequences, and cadential editing that would later become a staple of his commercial work.

His next short, a stylized and cinematic portrait of a terminally ill man titled *It Ain't Over*, premiered at SxSW 2012, screened at the Palm Springs Shortfest and won Audience Awards at the Santa Cruz and Heartland film festivals.

By establishing a reputation for perfectionism and a nuanced style with his short films, Slain quickly attracted the attention of major brands, including Nike, Ford, Riot Games and Johnsonville, to name a few. Most notably, Microsoft came to Slain at the ripe age of 22 to direct its *Surface* launch spot, where his highly textured and modern style garnered media attention from publications such as Business Insider and The Huffington Post. Soon after, Slain won Volvo's 2012 international brand contest with his short film, *Designed Around You*, adding them to his impressive client list.

Slain is as comfortable in the edit suite as he is behind the camera. His 2014 supercut of Philip Seymour Hoffman's career, *P.S. Hoffman*, stands as a stunning tribute and was celebrated by Time, NPR and USA Today.

Slain is currently developing several longer format projects, including a virtual reality narrative series. Instead of sleeping, he writes, reads old books, boulders and studies future technologies.

