

Curriculum Vitae:Cilla Harnett (nee Leckie)

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DOB:

8th July, 1974

Experience:

I have supervised and am confident with scheduling, running a budget and crew management. Also, as costume coordinator but have worked in other positions which includes design, on set work and buying. I have gained a varying range of skills working within film and my skills are easily transferable to other roles. I also hold a bachelor of Design from The School of Architecture and Design, Victoria University, Wellington and have delved in and out of draughting and design throughout the years. Over the last few months I have been working through online tutorials of Rhino 3D modelling software working towards design and drawing portfolio. I am currently achieving level 3 + 4 Te Reo Māori through Te Wāngana O Aotearoa.

Skills:**Practical:**

- Setting up a department
- Coordinating and seeing through out of house design work and manufacturing
- Working with a designer and their design process to fulfil the manufacture of costumes
- Budget planning and tracking
- General office administration and management
- General payroll duties
- Purchasing & ordering general consumables and materials
- Department buying
- Handling / managing petty cash
- Logistical planning + freight
- Research
- Archival work
- Managing department hires
- Schedule management
- Digital data filing, storage and management
- Attending meetings and taking notes

Personnel:

- Personnel management

- Understanding, facilitating and explaining company policies
 - Workplace conflict resolution
 - Problem solving
 - Overseeing health and safety for the department
- Onset:**
- First point of contact and liaison for the department.
 - Managing cast fittings and fitting schedules
 - Looking after talent requirements and facilitating and scheduling cast fittings.
 - Making sure costume doubles and stunt requirements are met
 - Script breakdown and facilitating on set requirements
 - Working and planning with VFX department digital costume and pattern scanning
 - Working on set dressing cast / extras
 - Costume ageing
 - Facilitating wrap and asset management

I am fluent in Word, Excel, Adobe Acrobat and FileMaker. I also have a good relationship with Photoshop and AutoCAD Revit. Currently self-teaching Rhino 3D modelling software. Generally, I can manage most software and apps as required.

Work history:

PEARL

A24

Wellington 2021

My Role: Costume Supervisor

Shot in Whanganui, a American horror story set in the 1918 Texas. Prelude to Project X.

Director: Ti West

Costume Designer: Malgosia Turzanska

PROJECT X

A24

Wellington 2021

My Role: Costume Supervisor

Shot in Whanganui, a American horror story set in the 1970's Texas.

Director: Ti West

Costume Designer: Malgosia Turzanska

THE LORD OF THE RINGS

Weta Digital

Auckland 2020

My role: Onset Coordinator

Running the Cyber and Textures scanning booths to gather 3D information for the Weta Digital pipeline

Supervisor: Adam Harriman

AVATAR 2 + 3

Fox / Disney

Wellington, 2018 - 2019

My role: Costume Coordinator

James Cameron's next installments in the block buster hit.

Director: James Cameron

Costume Designer: Deb Scott / Bob Buck

WETA WORKSHOP

Location Based team

Wellington, 2018

My role: Researcher

The Weta Workshop team were commissioned to design and install a large interactive exhibition in Dubai. My role was to research certain characters and put together a presentation for the designers and makers to work from and refer to.

HINEKURA

Awa Films

Hawkes Bay + Rotorua, 2018

My Role: costume assistant / onset standby

Coming of age story, critically acclaimed and award winning.

Director: Becs Arahanga

Costume Designer: Estelle Stroud

GUNS AKIMBO

Supernova Films

Auckland, May 2018

My Role: Costume Supervisor (additional)

Staring Daniel Radcliff, 'Guns Akimbo' is a scary commentary on how subdued society may become to violence in the future.

Director: Jason Lei Howden

Costume Designer: Sarah Howden

MORTAL ENGINES

Hungry City Ltd

Wellington, 2016 - 2017

My Role: Costume Coordinator

Most recent coordinating role on Christian Rivers book adaption of Philip Reeve's 'Mortal Engines'.

Director: Christian Rivers, produced by Peter Jackson

Costume Designers: Kate Hawley, Bob Buck

Supervisor: Di Foothead

GHOST IN THE SHELL

LBO Productions Ltd

Wellington, 2015 - 2016

My Role: Costume Coordinator

Worked on the Rupert Sanders remake of 'Ghost in the Shell' in the costume department.

Director: Rupert Sanders

Costume Designers: Kurt & Bart

Supervisor: Jenny Rushton

THE HOBBIT

3 Foot 7 Ltd

Wellington, 2011 – 13

My Role: Costume Coordinator

Similar role as prior for pre and principle photography of Peter Jacksons, 'The Hobbit'.

Director: Sir Peter Jackson

Designers: Kate Hawley, Bob Buck

Supervisors: Paula Ryan, Anne Maskrey

AVATAR

880 Productions Ltd

Wellington, 2007 - 08

My Role: Costume Coordinator

James Cameron film 'Avatar' ran from March 07 – February 08.

Director: James Cameron

Costume Designer: Debra Scott

Supervisors: Caro Fenton

VILLA MARIA WINERY

Marlborough, 2006

My Role: 'Ezy' Operator (data control)

Main duty was to keep the Ezy computer programme updated with relevant wine processing information. The 'Ezy' programme keeps an up to date documentation of all movement, additions and work committed on grapes and juice in the winery.

KING KONG

Big Primate Pictures Ltd

Wellington, 2004-05

My Role: Costume Coordinator Worked at Big Primate Pictures during pre production & principle photography of the movie 'King Kong'

Director: Sir Peter Jackson

Costume Designer: Terry Ryan

Supervisor: Caro Fenton

WINGNUT FILMS LTD

Wellington, 2001-04

My Role: Production Assistant

During my 4 years at WingNut Films my role as a production and personal assistant involved an assortment of tasks for the company directors Sir Peter Jackson and Fran Walsh.

WHATF?! LTD

London, 2001

My Role: Production Assistant for this marketing company in Marylebone, London. During my 6 months there I worked with a vibrant and innovative team performing tasks which varied from general administration, seminar support, troubleshooting marketing ideas for clients.

THE LORD OF THE RINGS TRILOGY

Weta Workshop

Wellington, 2000

My Role: Extras Weapons and Armor Standby

In studio and on location

Director: Sir Peter Jackson

Costume Designer: Richard Taylor

THE LORD OF THE RINGS TRILOGY

Three Foot Six Ltd

Wellington, 1999-2001

My Role: Costume Runner + Standby: My roles at Three Foot Six Ltd whilst filming "The Lord of the Rings" as 'runner' involved duties from purchasing to ordering to basic office duties. I also worked on set on location.

Director: Sir Peter Jackson

Costume Designer: Ngila Dickson

Supervisor: Janice Watson

Referees:

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