
DECLAN MANGAN

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EDUCATION

Bachelor of Arts: Media

Indiana University, The Media School

- Specializations: Cinematic Arts
- GPA: 3.4/4.0

05/2025

Bloomington, IN

INTERNSHIP EXPERIENCE

Editorial and Content Intern WholesomeZine

05/2025 – Current
Bloomington IN

- Researched, authored, and published engaging blog articles on diverse facets of the entertainment industry, ensuring alignment with brand voice and audience engagement goals.
- Conducted and transcribed in-depth interviews with artists and creatives featured in a major event on the 26th, delivering authentic, compelling narratives.
- Partnered with editorial leadership to generate high-impact story concepts and refine narrative angles, enhancing the quality and reach of digital publications.

Creative Development Intern Oakridge

Summer 2025
Los Angeles, CA

- Edited and elevated pitch decks for potential film adaptations, delivering polished, investor-ready presentations for creative partners and stakeholders.
- Enhanced script coverage expertise by assessing manuscripts for cinematic adaptation potential and providing actionable, in-depth recommendations.
- Contributed to in-progress film projects through targeted research, concept development, and seamless administrative coordination.
- Built foundational understanding of Los Angeles-based film industry business affairs through an immersive, collaborative learning environment.

FILM AND TV PRODUCTION EXPERIENCE

Writer & Production Crew Member Indiana University's Student Television

08/2023 – 12/2024, 08/2024 – 05/2025
Bloomington IN

Shows: *Not Too Late* (Seasons 13 & 15), *Deep End* (Seasons 5 & 6), *Bloomington Breakfast Club* (Seasons 15 & 16)

- Developed and scripted original television episodes from concept through production-ready drafts, crafting compelling narratives and engaging dialogue.
- Directed live and taped productions with precision by adhering to studio protocols, coordinating timing cues, and sustaining professional on-set conduct under tight schedules.
- Executed key technical roles in a high-pressure multi-camera studio environment, including mixing audio, cueing playback, operating teleprompters, and controlling both manual and robotic cameras.

Cinematographer & Assistant Director of Cinematography Survivor @ IU | Seasons 1 & 2

10/2023 & 03/2024
Bloomington IN

- Co-created and scripted challenge concepts, crafting season arcs and character dynamics to drive narrative cohesion and audience engagement.
- Shot and directed reality-style content using iPhones as primary cameras, capturing compelling Survivor-inspired challenges, twists, and betrayals with cinematic flair.
- Scouted and staged dynamic locations in collaboration with the Director of Cinematography, enhancing visual storytelling for camp, challenge, and tribal council scenes.

Assistant Director for Grave Robbery Freelance

04/2025
Bloomington IN

- Coordinated shoot schedules with the director, locking filming days and streamlining production flow across key scenes
- Orchestrated on-set logistics and monitored scene transitions to ensure alignment with the production timeline and shot list

- Logged and tagged footage during takes, and slated scenes while staging props to maintain continuity and visual consistency for post-production

Animator and Camera Person for event

04/2025

POP

Bloomington IN

- Captured and edited the show's debut performance using personal camera gear, crafting content tailored for viral engagement on social media platforms.
- Conceptualized and animated original troll-like characters, compositing them into live-action footage to deliver a stylized and immersive visual experience.
- Directed and shot behind-the-scenes interviews with designers, performers, and musicians in a pseudo-documentary format to deepen audience connection and expand the show's narrative world.

CAMPUS INVOLVEMENT

Key Member of Club

08/2023

Indiana University's Business World of Entertainment

Bloomington IN

- Moderated in-depth discussions on film and entertainment industry trends during bi-weekly club sessions, fostering a collaborative and analytical environment.
- Revived and rebranded the club's vision, producing renewed interest and increased membership through creative programming and outreach.
- Pitched and programmed conversation topics that blended the business of entertainment with the craft of filmmaking, inspiring cross-disciplinary dialogue among members.

PROJECT HIGHLIGHTS

Writer, Sound, & Gaffer for Short Film

12/2024

Single Cam Final | UNO

Bloomington IN

- Captured clean, high-fidelity dialogue and ambient sound by operating the boom microphone with precision during on-set production.
- Designed and executed dramatic lighting setups using flood lights and color gels, enhancing the film's unconventional visual aesthetic.
- Scripted the majority of the experimental short film, crafting narrative structure, tone, and dialogue to align with the project's avant-garde vision.

Editor and Cinematographer

04/2024

Production as Criticism Final

Bloomington IN

- Cut and assembled footage in Adobe Premiere Pro, shaping the film's abstract aesthetic while adhering to festival submission standards.
- Conceived and directed a 7-minute experimental film, drawing inspiration from Nathaniel Dorsky's visual and rhythmic techniques to craft a meditative cinematic experience.

TECHNICAL AND CREATIVE PROFICIENCIES

Editing and Animation Software: Adobe Premiere Pro, Adobe Audition, Blender, WritersDuet, Apple Sketchbook, FlipaClip

Creative Development: Script Coverage, Character Design, Storyboarding, Cinematography, Sound Recording, Lighting

Production Strength: Team Leadership, Scheduling, Time Management, Production Planning, Creative Concepting