# Steve Sargent

## Content Strategy | MarTech | XR Strategy

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## About me

Steve is a content strategist, visual storyteller and seasoned multi-disciplinarian marketer in the digital space specializing in production, Martech and content development. He has worked this field for well over a decade. specializing in the entertainment space (Music, TV, Digital & Theatrical). As an independent consultant and working with larger creative teams, his work has garnered awards for multiple high profile brands.

His client roster includes American Express, AMC, IFC, Atari, BravoTV, Diesel, Microsoft, Chris Blackwell/Palm Pictures, Perrier, Starz, The Economist, Warner Brothers.

## Skills

### **Project Management/Analytics**

Jira, Confluence, Basecamp, Clickup, Monday, Slack, OmniGraffle, Gliffy, Visio, Google Analytics, Adobe Omniture

### Web Design & Development

HTML, JavaScript, XML, CSS, PHP, Adobe CS

### MarTech

Salesforce, Hubspot, Marketo

### CMS

WordPress, Drupal, EZ Systems, Joomla

Video AVID, Final Cut, Premiere

## Awards

2015 Cannes Lion Innovation - Smart Data The Economist

2010 Streamy Award for Best Animated Series: Starz Entertainment

2007 National Magazine Awards: <u>http://beliefnet.com</u>

2007 Webby Nominee For Religion & Spirituality Beliefnet

2001 Webby Winner for Best Music Site Sputnik7



# Career Highlights



## Sputnik7 - 2001 Webby Best Music Site

- Founded by Chris Blackwell (2001 Rock and Roll Hall of Fame inductee) First ever Internet Video on Demand web site featuring Music Videos, Independent Film and Anime
- First to feature Directors Label devoted to notable music video: Spike Jonze, Chris Cunningham, Michel Gondry and Anton Corbjin.



# New York Tokyo Film Festival

- Co-created NYTFF with NYT
- Creative Operations Officer directly responsible for program selection, coordination and sponsorship sales for New York-Tokyo's events
- Secured Warner Brothers as Grand Presenting sponsor and an exclusive screening of <u>the Animatrix</u> - The US Premiere of the film



# Starz Entertainment

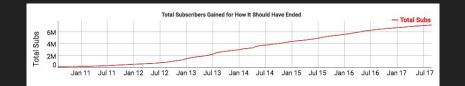
- Marketing, SEO, SEM, Social Media and Business Development for Starz
  Entertainment, Manga Entertainment (*1.4M Facebook Likes*), Anchor Bay
  Entertainment (Film/TV Distributor
  Animated, Horror and Independent Film)
- Created unique TV marketing cross-promotion with appearances on the Tonight Show with *Conan O'Brien*
- Complex Magazine interview

<u>https://www.complex.com/pop-culture/2009/03/percy-carey-steve-sarge</u> <u>nt-of-mangacom-interview</u>



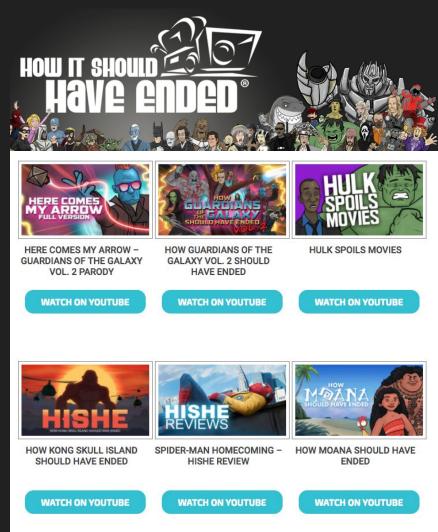
# How It Should Have Ended

• Animated parody alternate endings to major motion pictures.



- **9** *Million* + *subscribers* (First 3M+ Generated within the first year of acquisition)
- Dedicated Fanbase with built-in brand placement

https://www.youtube.com/howitshouldhaveended



# Manga Minutes - Manga Vibe

- Produced lifestyle shows leveraging the fanbase to support and market the Manga Entertainment Catalog
- Manga Minutes (2 seasons Anime and Video Game Reviews)
- Manga Vibe (interviews with Anime and Gaming personalities) <u>https://www.youtube.com/watch?v=lqSjfgaCxw0</u>





# **Complex Magazine Interview**

 Interviewed by Complex Magazine as a leading expert in the field of Japanese Anime

 https://www.complex.com/pop-culture/ 2009/03/percy-carey-steve-sargent-ofmangacom-interview



# Videography - IMDB https://www.imdb.com/name/nm4752502

- <u>We Deliver</u> 2nd Unit Photography for First ever Web Series as featured in Vice - Starring Rosie Perez (Do THe Right Thing) directed by Seth Zvi (How To Make It In America)
- <u>Skindive Tranquillizer</u> Videography for Skindive's music video https://youtube.com/watch?v=wnpCQRjlLnY
- <u>Beyond The Drink</u> Director/Producer Cocktail inspired interview series with various artists <u>https://youtube.com/beyondthedrink</u>



# Writing Samples



DIGITAL FILMMAKING BROADCAST DESIGN MUSIC VIDEO NET CINEMA

RESOLUTION INDEPENDENT VOL. 4 NO. 4

NO SHAME

AMERICA'S AMERICA'S WANTED: mike mills infiltrates pop culture

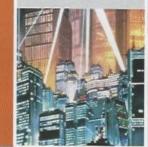
THE DIGITAL HOUSE SMUGGLED MOMENTS: DOGMA UNDERCOVER SOUNDART: AURAL VISIONS A CUT ABOVE: PREMIERE 6 AND FCP 2

US \$4.95 CAN PE.ST

uncompressed systems hammer & tongs allison anders Res Magazine <u>Akira</u>

Akira Pioneer Entertainment DVD S24.98/S39.98

Originally released in 1938, Akka the anime phenomenon set is post-apocahptic "Neo-Tokyo" centers on Tetsuo. who, ofter a bottched rescue attempt, is subjected to military experiments that unleash enonnous telekinetic power, compting him both mentally and physically. Available on DVD for the first time an July 24th, the digitally restored and remastered version features optional English subtitios and the original Japanese in Dolby Digital 5.1 Surround. For the otakus, there is a Sciecial Edition containing a second CV/D with decumentaries, an interview with director Katsuhire Otomo, storybeards and drawings. Plus, it comes aackaged in a cool, limited edition metal case



### ART DESIGN CULTURE

10 55.85. CAN \$7.95

# Res Magazine <u>The AniMatrix</u>

https://en.wikipedia.org/wiki/The\_Animatrix

## 

DANNY BOYL TRACY AN

## MATRIX Á LA MANGA

The Animatrix is a series of nine animated shorts that add depth to the peat-apocalyptic man versus machine sage of *The Matrix, Several* acreened early to build hype for the release of *The Matrix Released*. *The Second Remainsance*, written by *Matrix* creators Larry and Andy Whichowski, for example, prevides the back story of the tail of man and subsequent rise of machines

and was first shown on the Web, while First Flight of the Osvin, featuring Andy Jones' signature CG of Final Fantasy, appeared trailer style, before the feature Dreamcatches Keanu Reeves and Carrie-Anne Moss kind their voice takents to Kid's Story and A Detective Story, and props are to be given to music superviser Jason Bentley for his selection of the soundtrack's contributors (Juno Resotor, Death in Vegas and Meat Beat Manifesto, to name a leve). The who is who list of arime directore/animators on the project includes Youthiek Kawajin of Noise Servit and Venpive Hunter D, and Koj Mosimoto of the legendary Akira. These takents, combined with the Vlachowski's servinal vision, mark The Animativ series as a landmark in terms of art, marketing and sol-6 world building. - Siven M Stegan - www.theaminatris.com

FUNKY SOUAREDANCE / PHOENIX DIRECTED BY ROMAN COPPOLA Faced with a nine-minute track and a ninesecond budget, Roman Coppela created a film for Phoenis's "Funky Squaredance" that's more stream of coheciciasness mathle than music vides. Opening with annotated images of his initial e-mails with the Parisian band, the film scrolls from a cip of Coppola's griftmand. Fankle Rayder, performing the obligatory dencing griinve billim shet to unconnected images of Bach, Otts Reselfig, simplane cockplats and onwords, into a visual tribute to Coppola's artistically minded family and his personal masings. There was no specific reason to bing meself into the



Playback ST. LOUIS POP CULTURE

ERIC IDLE: GREEDY BASTARD . MARY ALICE WOOD . UNDERWORLD • 2003 BEST-OF LISTS • REVIEWS: BELLE AND SEBASTIAN, DAVID FOSTER WALLACE, AND THE SINGING DETECTIVE • CURMUDGEON • WVRV'S KEN WILLIAMS . WHAT'S GOING ON HERE? . ARTS . MORE

WWW PLAYBACKSTI COM

HE RAPTURE

## PBSTL PROFILE Karl Contemplates Back to Mine and Looks Forward...

#### BY STEVEN SARGEN

Karl Hyde and Rick Smith are truly Renaissance men. Hyde, as part of the dynamic duo, Underworld, is engaged in a constant exploration of creativity, from sculpting in the '70s to. very soon, a Playstation 2 project. Hyde took time out to let us in on some of his latest endeavors after their recently released compilation of influences Back to Mine

#### Caught your set at Field Day ...

Yeah, it was all last-minute. It was the most moving musical experience of my life. The further I got away from it, the more impact it had on me, just the way everyone worked to pull that off. No matter how big the place was and the size of the crowd being what it was, they were fantastic. Such a positive energy. It was good to be a part of it.

We were supposed to be headlining the second stage with full production lights, video, and everything. We ended up playing at 3 o'clock in the afternoon, no lights, no screens, equipment breaking down 'cause it's getting wet. None of the radio transmitters or receivers were working. I think for any of the bands. So I was on cables for everything, which I haven't used for years and, in the end, I just gave up and got soaking wet with everybody else and had the most fantastic time. There wasn't a grimace at all backstage. Everyone was smiling and putting their skills to the best of their abilities out front and getting on with it. There was just this positive determination. Again, the crowd was just fantastic, fantastic. You don't need the biggest crowd in the world to get off on the electricity and they were wonderful.

#### Any more tour plans?

We've got two more shows in lagan at the end of this month-well, next week-and then something which has been kind of an ambition of ours since we were young, which is to do a John Peels show/sessions for the BBC.

#### When is that happening?

It's happening on the 10th of December. I think it's going live to air. That man has informed more musical taste than anybody. I think. It's nice. It's something we've wanted to do for a very long time. We get to play in front of 30 people in a really small studio at the BBC. It's fantastie

It doesn't sound like the crowd size is a to try? measure of success to you. It's the electricity that happens. It's very the '70s and I worked with this kind of early

important that we're playing with people. You feel more comfortable on stage versus being in the studio?

They're both very very different. The stage is about spontaneity. It's about the moment. The moment's gone and you're quickly on to the next one. In the studio, it's about crafting something,

video. We've started publishing books now and we do photography, films; we've done lectures, talks, spoken word, sound installations, interactive media. If we see this as any kind of a looking back, looking forward period-which we don't. but let's say for convenience sake, if we did, if the last 10 years were about us consolidating

Underworld's activities as a group that makes

would be about consolidating the fact that

we're two guys that make a lot of stuff, and

some of those things happen to be going on

tour and making records. We start next year

with the release of a Playstation 2-based project

coming out in early March, which is a platform

we're interested in using to explore Underworld

sound and Tomato visuals. We intend to make

an album as a game-based platform, as a way

of exploring our sounds, in a way that's not

just you put the record on, it starts there and

ends there. We'll still out out stereo things.

It's the most exciting thing that we've come

across in years, since we jammed for 18 hours

in Glastonbury in '92 and went. "Oh. my God.

I think we've got a blueprint for a band here."

Now the programmers and the software writers

are, to me, the new DJs. I speak to them now and

I get the excitement that I used to get back in

the '80s talking to Dis. I'm new talking to young

guys with attitude who think they've got right on

their side and Liust love it. I think it's just fantas-

tic, the kind of beautiful youthful arrogance. It's

I think we all need a little bit of that to

a real kick up the ass to us.

Absolutely!

records and goes on tour-the next 10 years



### You don't need the biggest crowd in the world to get off on the electricity.

you know, improvising to a point, then going back over it and crafting it until you achieve something which you feel is close to what you're trying to say. It's a very insular activity, really, which is why we need the Internet to publish works on, 'cause when you're kind of locked away for such a long time, it's nice to have some contact with the outside world. [In the studio]. it's kind of experimenting, cutting loose, not being Underworld for awhile, but just making some stuff and seeing how it turns out. That kind of process of reinvention that Miles Davis always talked about is something we aspire to, whether we achieve it or not all the time. Whenever we start a record, forget Underworld, forget writing stuff that you think is going to work live; just make stuff and see what happens. We carry a smaller version of the studio that's in our Powerbooks and a little bit of hardware kits outside, for putting in things like guitars and microphones and stuff. We've been working in our hotel rooms and planes and buses and wherever we can snatch half an hour, an hour to work. That's something we talked about 20 years ago. "Wouldn't it be great if we could make a record all over the world? What would it sound like if each track was written in somewhere specific?" We haven't quite done that, but at least we can keep us in check.

keep writing while we're moving around. What other occupation would you like

### I was a sculptor and an installation artist in

Underworld have just released the two-disc career retrospective 1992-2002, available from (B0/V2

TOP AUBUMS: L. Carsive: The Uply Organ (Saddlemerk) 7. Matthew Good, Avalanche (Universal) 3. Else October: History for Sale (Branda/Liriversal) 4. Idlewild: The Remate Part (Capitol) 5. The Rapture Echoes (DRAVIntigolUniversal) --Lourn Remiett TUP 5 FLBUMS. 1. Yeah Yeahs: Date With the Night (Interscope) 2. Pacific UV (Warm) 3. Radiobead. Ani To The Thief (Capitol) 4. Anali Strap: Monday at the Hug and Post (Matador) 5. Delgados: Hate (Beggars Banquet) --Rob Less

PBST Karl Hyde

FREE

# Thanks for your time!

