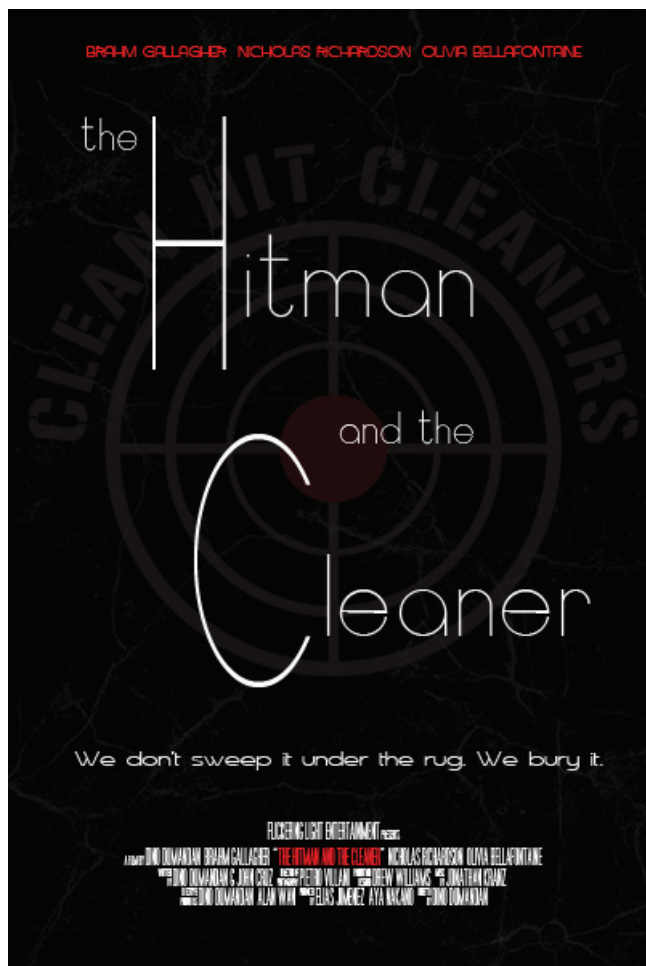


The Hitman and the Cleaner



From the dirty underbelly of the underworld, two longtime, co-working hitmen rendezvous before their next job. They recall jobs of old and bicker at each other on how to be a professional.

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Synopsis

Two professional assassins, the Hitman and the Cleaner, are scheduled to rendezvous before their next job. Cleaner arrives on time, but Hitman arrives late which seems to be the norm. When Hitman finally arrives, Cleaner lectures to Hitman that tardiness can hinder their ability to do their job effectively. They argue back and forth, recalling jobs of old and achieve nothing but more animosity towards one another. Once Hitman has had just about enough from Cleaner, he gets up to leave, all the while, tossing a box of donuts and a coffee cup on the ground, telling Cleaner to clean it up. As Hitman gets to his car, Cleaner zaps him with a stun gun, and offs Hitman.



Director's Statement

I'm a huge fan of movies that involve the underworld, spies, espionage, or anything that has to do with a secret society - fictionalized people that could actually exist in real world. What I envisioned for The Hitman and the Cleaner was a story that reflected a typical 9 to 5 office environment, but for professional assassins. In this fictional world of assassins, everyone has a specific job, just as they do in the typical modern day office environment.

Production Notes

I wanted to raise the production value in The Hitman and the Cleaner from my previous short film. Overall, it was an ambitious project for me, considering this is only my second film. It has seven characters, five locations, and three picture vehicles. For a short film that can be

a lot. Scheduling to make all these elements fit was a humongous task considering the very short shooting period. Production was a very tight three days. We only went over 12 hours once. Additionally, due to budget constraints, I could not afford any pickup days. Needless to say, my producer, Elias Jimenez, and I spent a long time prepping to make sure every minute and cent counted.

Choosing the right camera for this project was also a very important aspect for making *The Hitman* and *the Cleaner*. I wanted to experiment with camera movement and achieving a variety of looks for each location. Our DP, Pietro Villani, suggested that we go with the Arri Alexa for its high dynamic range and track record for great results. We also relied heavily on a Chapman Peewee dolly to get moving shots in tight places.

Brahm Gallagher - Cleaner

Brahm is an awarded member of The Conservatory Company at The American Academy of Dramatic Arts, Hollywood and is a US Army veteran. His intense character portrayals are offset by the confidence and humility he brings to his roles. Brahm is an avid, independent film actor

and proud to work with true auteurs. Brahm has been praised by his colleagues and always continues searching for the next challenge, the next film, the next evolution.

Several of Brahm's films have screened at festivals worldwide, including Cannes and Newport Beach over consecutive years. *Compulsion*, in which Brahm starred, received an Honorable Mention award at the 2011 Los Angeles New Wave International Film Festival. Currently, Brahm has three films in varied stages of post production, with *The Devout* set to hit the festival circuit this fall and the 1920's gangland shoot 'em up, *Shoot the Sax Player*, eyeing a winter release. He is represented by 90210 Talent and Serendipity Entertainment.



Nicholas Richardson - Hitman

Nicholas was born in Ontario, Canada, but primarily raised in Derbyshire, England. After graduating with a Bachelor's degree in Film and Theater from the University of Bristol, he moved to Los Angeles where he currently works as an actor.



Olivia Bellafontaine - Messenger

Olivia worked in the music entertainment field while attending California State University, Fullerton, earning her Bachelor's degree in Communications with an emphasis in Entertainment. Olivia's first performance gig was as a go-go dancer in a nightclub in Costa Mesa. She eventually moved to Los Angeles, and discovered new lifestyles and culture, further evolving herself as an artist.

When Olivia was a little girl, she held on tight to her daddy's rock and roll records. She made her own mix tapes with Cyndi Lauper, Michael Jackson, and Guns N' Roses songs, and danced to it in her room. She listened to her walkman with the volume turned all the way up, despite her mother's requests to turn it down. Her curious nature has sufficiently developed her artistry and rounded out the woman she is today. A worshipper of rock music, and a lover of live performance, it is no wonder that little girl from a southern Californian family, turned into a multi-talented, provocative, and sultry burlesque rock goddess.



Dino Dumandan - Writer/Director/Exec. Producer

Los Angeles native, Dino Dumandan, is a writer, director, and composer. Usually on the post-production side of things, composing film scores, he has recently moved to behind the camera to direct. With a background in photography that started in the high school darkrooms, being behind the camera comes naturally. His first film, I Cut I was completed in 2012 and is currently making its way through the festival circuit. Dino hopes to share his stories with everyone and garner a few fans along the way.

Not only does Dino create for the silver screen, he has also written music for tv, theater, dance, and art galleries. Having a love of music and art in all forms has allowed him to manifest his creativity in a wide range of possibilities. On the photography side of things, he continuously explores the endless ways of capturing light while conveying emotion and meaning through imagery.

Alan Wan - Executive Producer/Storyboard Artist

Whether it is film, animation, or comic books, Alan has always been a huge fan of visual storytelling. Influenced at an early age by his comic artist father, Michael Wen, Alan has always had an affinity for drawing. This passion for drawing and visual storytelling would eventually transform into a career in animation. Since 1999, Alan has worked on numerous animated projects as storyboard artist and director for Disney, Warner Bros., and Sony Pictures.

Alan is currently directing the new CGI Teenage Mutant Ninja Turtles series on Nickelodeon.





John Cruz - Writer

A Southern California native, John Cruz graduated from Chapman University in 2002 with a BFA in Film and Television production. John was accepted to the American Film Institute Conservatory and earned an MFA in Screenwriting in 2005. He has written, directed, and produced several films that have screened at various film festivals.

Elias Jimenez - Producer

Born and raised in the Los Angeles area, Elias began his career working in video production as a cameraman and editor. He later transitioned into film, working as an electrician and grip on a number of independent projects, at times venturing into the role of assistant director. He earned his degree in Film with an emphasis in screenwriting to develop his eye and enhance his understanding for the writing and directing of films. Elias recently completed the short film *Flowers* and is currently developing his next film which will be shot in the summer of 2013.

Aya Nakano - Producer/Line Producer

Aya moved from Japan to Hollywood 11 years ago. She has been Producing/Line Producing feature films, short films, music videos, and web spots for the past several years. She has over eight years of professional experience in all aspects of production, including location managing and casting.

Aya has teamed up with established DGA directors and producers such as DGA director James Hanlon (2002 Emmy Award winner), DGA director Paul Street (Coors Light, BMW, Award winning Ford Puma Steve McQueen Spot) and director Randal Kirk II at Streetlight Films in Hollywood.

Aya's recent producing feature film with director Randal Kirk II for DGK (Kayo Corp) which just recently premiered in Hollywood. It guest stars Lil Wayne, DMX, and Beanie Sigel. Another of Aya's recent LPing feature is Confessions of a Womanizer with Gary Busey, C. Thomas Howell, and Andrew Lawrence. Her producing/LPing short film Compulsion with James Hanlon was screened at the Cannes Film Festival 2012.

Pietro Villani - Director of Photography

Pietro is a proud recipient of the 2012 Emerging Cinematographer Award from the ICG Local 600 for Carjack, which also won the Audience & Grand Jury award for best live action short at the 2011 Cleveland International Film Festival. Previous festival awards won include numerous films along with commercials that have won Addys and Tellys. While at Chapman University, he won the prestigious Einstein Award (top filmmaker) along with the Best Cinematography Award for the film Papalero.

Pietro began working in the film industry in the late 90's. In addition to his on-set experience, he began his studies at Chapman University where he earned a BFA in Film and Television Production with an emphasis in Cinematography.

In 2002, Pietro was accepted to the American Film Institute Conservatory as a Cinematography Fellow and graduated in June 2004 with his MFA in Cinematography. While at AFI, Pete interned under the great Allen Daviau ASC (E.T., The Color Purple, Empire of the Sun)



Drew Williams - Production Designer

Drew has over twenty years of experience in the industry. He started out working on features for Cannon Films, including Death Wish, Kinjite, Salsa, Hero, and The Terror. He then transitioned to working on television series, including, but not limited to, the critically acclaimed Seinfeld, Boy Meets World, Grace Under Fire, Judging Amy, the HBO series Entourage, Brothers and Sisters, and Bones.



Jonathan Kranz - Composer

Jonathan has been composing music for films, video games, and other media in Los Angeles for the last six years after having graduated from the Berklee College of Music in Boston, MA. Jonathan co-founded Ear Tonic Music, a music library which specializes in film and television advertising. Jonathan's credits include music for the trailers of Sinister, Resident Evil: Extinction, The Eye, and recently, additional music for the hit Sony video game Ratchet & Clank: Full Frontal Assault.