

REY GUTIERREZ

CREATIVE DIRECTOR · CHIEF CREATIVE OFFICER

Miami, FL · open to remote

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Re: Creative leadership — Chief Creative Officer / Creative Director

Dear Hiring Team,

I lead creative, and I ship. For twenty years I've been the person who turns a vision into something an audience actually feels — as a face of the PlayStation brand for five years, as Patreon's 22nd employee shooting the founder's story, and as the founder of my own studio, Murder Palace. I direct the films, trailers and campaigns; I also build the systems and lead the teams that make them repeatable.

What sets me apart now is that I don't just use creative tools — I build them. I designed and built **Alpha Omega**, an AI-native production platform that lets one creative director storyboard, cast, render, publish and track an entire content universe from a single desk. It's the reason I'm drawn to software: I understand the pipeline from both sides of the glass — the story and the system — and I know how to make a creative org faster without making it generic.

My range is the point. I've cast national commercials and worked on set with Jay-Z and Lenny Kravitz; directed launch campaigns for major game titles; shot an award-winning feature (two Best Cinematography wins); hosted 300+ founder interviews; and was featured as a music-video director in Rolling Stone's 1,000th issue. I've worked with artists, athletes and entrepreneurs — and I've learned that great creative leadership is the same in every room: clarity of vision, respect for the craft, and an obsession with the finish.

I'm looking for a **Chief Creative Officer or Creative Director** seat at a software studio where creative and technology are built to move together — based in Miami, and open to remote. I'd welcome the chance to talk about what I could build with your team.

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