**JOSHUA P. CLINTON**

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[LinkedIn Profile](https://www.linkedin.com/in/joshua-clinton-860448224/)

[Portfolio](https://app.siter.io/account/pg_WEYCwwRoDKoxSED7b2iWWdZVC/preview)

| **OBJECTIVE** | I’m looking for jobs that will allow me to make use of my years of writing experience along with the collaborative communications skills I’ve built via my work history. |
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| **PROFESSIONAL SUMMARY** | Possesses a rich history of jobs that involved intense interpersonal skills across retail, food service, and Warehouse Work. Additionally, I’ve built up years of experience working in collaborative creative environments through my time at ScreenRant and GeekRound Media. |
| **WORK HISTORY** | **Samsung Representative** - Best Buy   * 03/24-02/25 * Provides excellent customer service while providing a comprehensive understanding of the latest technological trends. * Maintains at minimum 10 television sets with accompanied sound systems and manufacturer demos. * Performs research in market trends outside of work to maintain aforementioned understanding of the latest technology trends. |
|  | **Creative Content Writer** - GeekRound Media   * 08/23-10/24 * Writes short form videos with scripts ranging from 500-3000 words, averaging 2 assignments per week. * Writes articles in **Google Docs**, and finalizes them in **WordPress.** * Performs own research for the sake of accuracy and breadth of information. * Has conducted interviews both in-person and via Zoom. * Has experience working with audiovisual recording equipment in the field. |
|  | **Creative Content Writer**- Screen Rant   * 07/22-07/23 * Writes video scripts of up to 3200 words within tight deadlines. * Primarily used Google Docs for writing. * Would average between one and two assignments a week.’ * Performs own research for the sake of accuracy and breadth of information. * Keeps necessary visual references cataloged for the benefit of video editors. * Was entrusted to work under an NDA with major corporations such as Disney. * [Full Playlist of credited works.](https://youtu.be/9yTqcaGBTzU?list=TLGGsQv7amPky2cxMzAyMjAyNQ) |

|  | **Copy Editor** - Knowledgeworks Global   * 03/22-3/23 * Edit manuscripts using word processing (**Google Docs** and **Microsoft Office**). * Read documents and analyze grammar, syntax, voice, & intent. * Provide constructive feedback within tight time constraints allowing writers to publish polished works. * Works would range from 10-30 pages with feedback letters coming out at one page. * Averaged one assignment per week. |
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|  | **Sales Representative**- Aura Management   * 12/21- 02/22 * Sold phone plans in retail outlets. * Job required team synergy and personal research for the technology we were selling, which included the latest smartphones. * Job required an understanding of the inner workings of the latest smartphones, which resulted in self-appointed research regarding the technical documentation of said smartphones in order to better sell the product and relay their functions to the consumer. |
|  | **Direct Support Professional** - Creative Family Solutions   * 01/21-07-21 * Provided in-home care for disabled individuals. * Job required patience, understanding, and strong communication skills. * Diligent record keeping was also required. * Would create simple infographics to explain basic concepts to the client. |
|  | **Training Ambassador** - Amazon, Richmond, VA   * 02/18-08/20 * Provided consistent and clear training to 30+ recruits each week. * Assisted in making succinct, digestible technical documentation that detailed warehouse workflow and proper usage of on-site equipment. * Motivated employees to excel and take pride in their work. * Demonstrated the ability to relate to and cooperate with new hires to achieve optimal results. * Praised as having great interpersonal communication skills. |
|  | **Content Writer** - *Commonwealth Times*, Richmond, VA   * 2019 * Wrote reviews and articles for the school newspaper (In Google Docs). * Worked with an editor and required constant communication and interpersonal skills. |
|  | **Certified Position Trainer** - Einstein Bros. Bagels   * 8/14-06/16 * Trained new hires in daily tasks and proper customer service practices. * Taught new hires how to use the point of service system. * Great interpersonal communication skills. |
|  | **Sales Associate** - The Amazing Comic Shop   * 12/15-5/16 * Maintained high-quality customer service and sales data of comic books, graphic novels, and associated merchandise. * Managed the **Facebook** and **Wordpress** social media pages for the store, contributing to weekly comic reviews and daily news posts. * Created infographics that informed technologically illiterate individuals how to use our pull box subscription management system. |
| **EDUCATION** | Virginia Commonwealth University – Richmond, VA May 2020  **Bachelor of Arts**: English & Mass Communications |

| **SKILLS** | * [Google Search Engine Optimization (SEO) Certified](https://www.coursera.org/account/accomplishments/verify/SRAAU96865EU) * [Google Search Engine Marketing (SEM) Certified](https://coursera.org/verify/MLNETQY9646T) * Editorial Writing * Technical Writing * Content writing * Project Management * Print & online editing * Product Copywriter * Proficient in writing & copy * Google Workspace * Microsoft Office Suite * WordPress * Adobe Photoshop & Adobe * Verbal & Written Communication * Photography * Voice Acting * Video editing * Detail-oriented * Deadline-driven * Proficient in Japanese |
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| **REFERENCES** | **Valerie Meyers**  Creative Team Lead, ScreenRant  ● valerie.m@valnetinc.com  **Cole Bowman**  Project Manager, Books, KnowledgeWorks Global Ltd.  ● cole.bowman@kwglobal.com  ● 1-509-389-4654  **Angela Ventour-Smith**  Clinical Supervisor, Creative Family Solutions  ● 804 385-0955 (Cell)  ● 804 756-7281 (office)  **Kathy Griswold Fine**  Educational Consultant, Fine Educational Solutions  ● 336.416.4866  **Joshua Ward**  Website Manager, GeekRound Media  ● Jward@geekround.com  ● 804.245.3646 |
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| **Writing Sample #1** | Organizational Change Announcement Email **Subject: Welcoming Cassandra Cain, Our Newest Network Administrator!**  **Dear Valnet Team,**  We are excited to announce that Cassandra Cain has officially joined Valnet as our new Network Administrator within the Network Operations Team, starting 3/14/2024. Cassandra brings a wealth of experience in Information Technology, including Networking Design and Architecture, Ad-hoc approaches to Problem Solving, and Persistent Connectivity among team members. Graduating from MIT with a double major in both Software Engineering and Network Security, Cassandra brings both academic and practical experience to our company. Her time with MIT’s Institute of Electrical and Electronics Engineers has provided her with an aptitude for collaboration that will elevate her department's synergy to unprecedented levels. We are confident that Cassandra will be a valuable asset to our team and contribute significantly to our ongoing projects and goals.  Please extend a warm welcome to Cassandra, and offer your support as they transition into their new role.  Best Regards,  Joshua Clinton  Intra-office Communications Lead |
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| **Writing Sample #2** | **Accessible feature**  The following is an opinion piece written for Screen Rant’s gaming section. While not specifically IT, it’s proof that I can write about a subject in a way that’s concise and accessible to a variety of audiences.  **Final Fantasy 8 Deserves a Remake**  The 2020’s have been somewhat of a renaissance for the *Final Fantasy* game series. While recent entries like *Final Fantasy 7: Remake* and *Final Fantasy XVI* have been divisive, the critical and financial success they’ve achieved have proven the passion that cemented the legend is still there. And with *Final Fantasy 7: Rebirth* releasing to monumentally high praise, the series has gotten the shot in the arm it needed to earn that title.  **An Uncertain Future**  Recent leaks have suggested that an upcoming remaster of *Final Fantasy IX* and a remake of *Final Fantasy X* could be on their way too. While it’s exciting to see such beloved classics being given another chance in the spotlight, It’s somewhat disappointing that *Final Fantasy VIII* is getting skipped over. It’s no real surprise when you consider that VIII is one of the most infamous entries in the series, derided by many for its sluggish battle system, confusing mechanics, and even more confusing plot. However in recent years, you’ll hear more people singing its underrated praise than you would ten years ago.  A common sentiment you will find online is that AAA game publishers are remaking too many games, resulting in fewer new titles than in previous generations. And it’s a fair point; modern design sensibilities have become so accessible that there’s an awards show dedicated to it, but many remakes’ original counterparts are still playable by today’s standards, if not “modern AAA” standards. *Final Fantasy VIII* is so fundamentally flawed that a reimagining in the style of *FF7:Remake* would render it as an entirely new game. |
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|  | **A clear junction of mechanics**  In the decades since it was released, subsequent Square Enix titles iterated on concepts that comprised some of FF8’s divisive elements. Take the draw mechanic for example. Departing from a traditional magic system where players spend magic points (mp) to cast spells of their choice, FF8  introduces the concept that each individual spell can be held in quantities of up to 99 individual casts. Party members acquire these spells from the game’s “draw” action, in which the character attempts to go super-saiyan, causing magic to fly out of an enemy and (presumably) into their pockets. This command is also the primary way players are intended to obtain new  spells. Inherently, tweaking how players cast and acquire magic isn’t a bad idea, but the intended primary method of getting said magic results in extremely sluggish gameplay.  The mobile game, *Mobius Final Fantasy*, re-introduced Draw in a way that gelled with a more action-oriented battle system. Players would equip spells and abilities they would want to use, and their basic attacks would knock magic orbs out of the enemy. These mid-battle spoils would  pour out in a ratio that reflected the types of abilities the player equipped. This would only be the tip of the iceberg as far as changes would go, but this goes to show that there was merit to a flawed idea. How this magic system would still be intertwined with the card game is another issue entirely.  **A triad of potential**  It’s rare for people to unanimously agree on something, but even the people who hate FF8 can agree that its signature mini-game, Triple Triad, is great. A simple, yet addictive, card game where the player attempts to control the most spaces on a 3x3 grid. Both players take turns filling an empty space with a square card, each side marked by a number from 0-9. If one player’s card is placed next to their opponent’s card, the higher value between the two touching sides claims the space. While in its base ruleset, Triple Triad becomes an experience so digestible that players will want to challenge everyone in the entire world. And this was something |
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|  | that players could actually do, with a dedicated button for challenging NPCs to a card game. Triple Triad has gone on to influence modern indie giants like *Shovel Knight: King of Cards*, and a remake of Final Fantasy 8 would be the best way for Square Enix to celebrate that legacy themselves (in lieu of publishing an official, physical set of cards).  **The Rebirth of the Duelist**  One could argue that the legacy of Triple Triad is being celebrated in *Final Fantasy 7: Rebirth’s* new card game, *Queen’s Blood*. While very similar to *The Witcher 3’s* Gwent, QB’s integration to *Rebirth’s* world and story celebrate the Final Fantasy’s legacy of card games, and the type of players who obsess over them. In *Rebirth*, you’ll encounter dozens of people who are enamored with the latest collectible craze, with unique personalities for every player you meet in the game. Some of these players are recurring characters from *Final Fantasy 7:Remake*, while others are original characters boasting as much quirky charm as a card game anime villain. While giving every single NPC in the world a comparable amount of unique animations and voiced dialogue would be a tall order for a modern AAA title, the right energy is in the writing room.  **Love, Something Everyone Wants**  One of the biggest positives of the deluge of modern remakes is that the irreverent insanity of the original Playstation gets to be brought to life in ways people couldn’t have even dreamed of back in 1998. Modern games have no shortage of odd-ball plots. One of the best games of last year featured a character with an ipod in his chest that turned reality into a rhythm action game. But few stories in gaming have dared to boast plot elements as out-there as *Final Fantasy 8*. Sure, *Death Stranding 2* is about to have Norman Reedus fight against Brandon Lee’s *The Crow* alongside a stop-motion puppet, but will Reedus have his mind sent back through time, living out the life of another person, and having said past person be aware of what’s going on? Knowing Kojima, it very well might, so that’s not the best example. |
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|  | *Final Fantasy VIII*’s story has been maligned over the years due to its incomprehensible story, but that view of the game is due in part to a poor translation. Unfortunately, there was no attempt at a new translation with the 2019 remaster. This means the story of this game has never truly been experienced by those outside of Japan. And while opinions on the story can be somewhat divisive as a result, its theme of love and how it’s explored through the plot have resonated with its fans in the decades since. Love is something that everyone wants, and some of the most memorable FF’s have stories that were anchored by a central romance. Tifa & Cloud, Tidus & Yuna, Clive & Jill, and of course Squall & Rinoa. All of these characters are iconic because their love is iconic.  **A compressed Conclusion**  Despite the game’s merits, it’s unlikely that *Final Fantasy 8* will ever get remade. The sales of *Resident Evil 4 Remake* and *FF7: Remake* are proof of the type of nostalgia big companies want to milk. Hopefully one day, gamers will be able to fire a gunblade with an adaptive trigger, and fire a dog from their girlfriend’s wrist. Unlike the “Squall is Dead” theory, fans can still dream. |
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| **Writing Sample #3** | The following sample is to demonstrate my attention to grammatical detail.  **Editorial Letter**  *The Toilet Paper Caper,* by Mark. H McCraw  **Main Objective**  The work in question has the goal of relaying the events of the early 2020 toilet paper shortage to young children in the format of a children’s picture book. It’s effective in conveying that the shortage happened and that it was a side |

|  | effect of the covid pandemic through its imagery and simplistic rhyming schemes. Ultimately, it concludes with the moral that we should conserve toilet paper after expressing thanks for no longer having a shortage.This is a book that a child could easily follow along with a parent reader.  The imagery implemented alongside the text displays the meaning of the text effectively, although I feel it was lacking in select instances. Page 17 describes the child as understanding the situation, but that’s in text alone. I feel that it would be beneficial to include an image of a child conducting research on their own, letting the reader know that when a crisis occurs it’s beneficial to conduct one’s own research to gain a better understanding of their situation. This tell-don’t-show method continues through the final page where the child expresses that they're committed to conserving toilet paper. Imagery depicting conserving essential goods would go a long way to deliver the ultimate moral of the book.  **Grammar/syntax**  I implemented a number of changes that allow for a smoother reading experience. For sentences that take more than one page to conclude (see 6-7 and 11-13), I added ellipses to bridge both halves of the sentence. This will give a young reader a visual indicator that both blocks of text are part of the same sentence. Additionally, I tweaked word placements in certain sections to aid the flow of dialogue.  *I altered this line on pages 11-12 to make it sound more natural. I’ve personally never heard the phrase “throwing a fit* ***for****”.* |
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|  | *Original: “So I threw a fit for the biggest*  *caper…”*  *Revised: “So I threw a fit* ***over*** *the biggest*  *caper…”*  *Additionally, I rearranged the sentence on page 17 to have a more natural rhyming cadence.*  *Original: “So I wondered what the deal was when people were buying toilet paper like it was their last meal.”*  *Revised: “So I wondered what* ***was the deal*** *when people were buying toilet paper like it was their last meal.”*  I hope these edits and comments are valuable in helping the manuscript achieve your publishing goals. Good luck in your revision, and I wish you all the best for this manuscript and future books.  [—Joshua,] Editor |
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