Louis Lascelles-Palys



Jobreel

Full Stack Developer 2024—2025

End-to-end development of Jobreel's core application and admin panel, architecting solutions using Vue.js, Node.js, and MongoDB. Drove technical and UI/UX improvements across the full development stack.



Misfits Gaming Group

Senior Video Editor & Motion Designer

2018-2021

Spearheaded video editing and motion design across multiple premier esports divisions, including the LEC, CDL, and OWL teams. Managed and mentored a team of editors while traveling extensively throughout Europe for major competitions. Orchestrated content creation for multiple brand identities within the organization.



Madison Square Garden Entertainment

Video Editor & Designer

2017-2017

Produced high-impact video content, motion design, and event designs for one of the world's most renowned entertainment venues upon their acquisition of Counter Logic Gaming.



Counter Logic Gaming

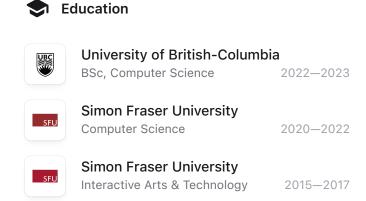
Video Producer

2017—2017

Python

Tailwind CSS

Created strategic video content for multiple teams across major esports titles, working directly with the CEO and key stakeholders. Produced professional-grade content for both League of Legends and Overwatch divisions, contributing to brand growth and audience engagement.





Skills

Languages

Frontend Development

Vue.js React.js HTML/CSS

Backend & DevOps

Node.js Docker CI/CD Git

ິ Databases

MySQL PostgreSQL MongoDB

Creative

Video Editing Motion Graphics Photography

Projects

Directed Studies & Publication 2023

Directed studies at UBC under Dr. Ramon Lawrence — gaining industry-level experience in system administration and backend development. Later co-authored a paper titled "Live Session Gamification using PrairieLearn"

PrairieLearn Ranked 2023

Capstone project at UBC, creating a ranking system for the PrairieLearn quizzing platform to help students gauge performance in live and asynchronous settings.