Connor Rudmann

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Video editor and motion designer with experience editing for high-visibility social channels, as well as documentary projects and short films. See my portfolio @ http://www.pwrdoor.com

EXPERIENCE

August 2019-January 2020

Video Editor, CBS Interactive

Produce short-form digital video content for CNET, Roadshow and Gamespot social media channels. Collaborate with YouTube team to optimize social edits for Instagram, IGTV, Facebook and Twitter. Research trending tech topics and produce original scripted video content (text-on-video stories ranging from 10 seconds to 3 minutes in length). Design motion graphic templates. Analyze video performance.

May 2019-December 2019

Video Producer, LAST Magazine

Produce educational video series for new YouTube channel. Interview Silicon Valley researchers, artists and entrepreneurs with 4K mirrorless camera and lavalier microphone. Edit hourlong interviews into short videos.

July 2019-Sept 2019

Video Editor, STREAMER

Edit short film about a Twitch streamer. Organize and select dailies. Create proxies of 4K footage. String out scenes for director review. Design and animate chatroom graphics. Collaborate with sound designer. Color grade and mix sound. Design title sequences. Encode final cut for festival submission.

Nov 2018-April 2019

Motion Designer, Wave TV

Produce Snapchat Discover channel from the ground up. Design vertical video slides that tell linear stories. Publish 3–5 episodes, weekly. Write headlines and copy. Edit video content for a 9:16 aspect ratio. Templatize motion graphics. Grow audience from zero to 700,000 subscribers.

TOOLS

Adobe Premiere Pro, After Effects, Photoshop, Media Encoder, DaVinci Resolve, Sony A7s II

SKILLS

Post-Production, Video Editing, Motion Design, 2D Animation, Title Design, Social Media Edits, Sizzle Edits, Logging, Footage Ingests, 4K Proxy Workflow, File Management, Archiving, Pulling Selects, Stringouts, Rough Cuts, Color Grading, Visual Effects, Masking, Camera Tracking, Time Remapping, Encoding

EDUCATION

Bachelor's Degree, Washington University in St. Louis, 2019

Major: German, Minors: Art, Computer Science

Danforth Scholar, 3.8 GPA