

Connor Rudmann

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PORTFOLIO – <http://www.pwrdoor.com>

EXPERIENCE

August 2019–January 2020

Video Editor, CBS Interactive

- Edited digital video content for CNET, Roadshow and Gamespot social media channels
- Collaborated with YouTube team to optimize social edits for Instagram, IGTV, Facebook and Twitter
- Researched trending tech topics and produced original scripted video content
- Designed motion graphic templates in After Effects

Nov 2018–April 2019

Motion Designer, Wave TV

- Produced Snapchat Discover channel that grew from zero to 700,000 subscribers in under six months
- Designed and animated vertical video slides in After Effects
- Templatized After Effects projects for use by content team

July 2019–Sept 2019

Video Editor / Motion Designer, STREAMER

- Edited short film about a Twitch streamer
- Designed custom motion graphics and VFX in After Effects
- Color graded, mixed audio and exported final cut for festival submission

May 2018–August 2018

Digital Video Intern, The College Board

- Logged and edited interview footage for “SAT Practice on Khan Academy” promo series

June 2017–July 2017

TV Production Intern, High Noon Entertainment

- Assisted with set research, music sourcing, talent management and various office tasks

TOOLS

Adobe Premiere, After Effects, Photoshop, Audition and Media Encoder, DaVinci Resolve

SKILLS

Post-Production, Video Editing, Motion Design, 2D Animation, File Management, Logging, Footage Ingests, Online/Offline Editing, Audio Syncing, Pulling Selects, Stringouts, Rough Cuts, Color Grading, Encoding

EDUCATION

Bachelor’s Degree, *Washington University in St. Louis*, 2019

Major: German, **Minors:** Art, Computer Science