Marcus Blackstock

🌐 marcusblackstock.com
✉ me@marcusblackstock.com

Work Experience

Video Editor - Linus Media Group
Apr 2021 - Present
Collaborate with a production team to produce viral technology-focused video content across several platforms and channels. Personally edited over 300 videos that have accumulated approximately 400M views on YouTube.

Video Animator / Editor Co-op - MetaOptima Technology Inc.
Sep 2020 - Apr 2021
Created health-technology video content for software training, hardware demonstration, and marketing purposes. Executed filming, editing, animating, and organizing files for each project as necessary.

Multimedia Editor - The Peak SFU
Sep 2019 - Aug 2020
Previously Assistant Multimedia Editor (Jan 2019-Aug 2019)
Managed the production/creation of digital video content for the online presence of SFU's student newspaper. Projects include weekly video features, social media content, and podcast episodes.

UX / Graphic Designer Co-op - Plasmatic Technologies Inc.
Jan 2018 - Aug 2018
Designed the interface of a consumer-facing smart home app dashboard and implemented workflows for the software development team. Produced additional graphics, print materials, and presentations needed by the executive team.

Personal Development

Content Creator - @kacboy
Oct 2022 - Present
Write, film, and edit Playstation-focused video content on my own branded YouTube and social media channels. Expanding my skills as a writer and presenter in the online space.

Video Producer - Push Square
Oct 2018 - Oct 2019
Independently created videos for Push Square, a PlayStation-focused news outlet. Published timely video features, guides, and conducted in-person interviews/previews with developers at PAX West 2019.

Director of Web & Social Media - IATSU
May 2017 - Apr 2018
Elected position responsible for the management of my student union's social media channels and website. Generated relevant content, announcements, and web pages for union activities.

Favourite YouTube Channels

Corridor Crew, NakeyJakey, Paolo fromTOKYO, Girlfriend Reviews, JonTronShow, Retro Game Corps, GameLinked, Brickcrafts

Skills

Video Editing
Motion Graphics
Cinematography
Creative Ideation
Collaboration
Applying Feedback
Project Organization
Documentation
Time Management
Prototyping
Graphic Design
UX, Web Design
Game Design

Tools

Premiere Pro
After Effects
Photoshop
Illustrator
Audition
DaVinci Resolve
DSLR Cameras
Google Workspace
Atlassian
OBS, Streamlabs
Figma, Sketch
HTML5, CSS3

Education

Simon Fraser University
Fall 2015 - Spring 2021
BA in Interactive Arts and Technology
Minor in Print and Digital Publishing

Academic Projects

New Media Images - IAT 202
Spring 2017
Directed and edited a short film which won best film and best editing within my class. Also won best cinematography in a faculty-wide film competition judged by industry professionals.

Narrative and New Media - IAT 313
Spring 2019
Wrote and developed a branching narrative video game to demonstrate an understanding of visual aesthetics and storytelling.