

Video Experience

Video Editor - Linus Media Group

Apr 2021 - Present

Edit a variety of technology based videos for the suite of Linus Media Group YouTube channels and social media feeds. Assist with the setup and operation of commercial grade film cameras, lighting and audio equipment.

Video Animator / Editor - MetaOptima Technology Inc.

Sep 2020 - Apr 2021

Create polished video content for software training, hardware demos, and marketing purposes. Responsible for organizing files, filming, editing, and animating 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 content for the online presence of SFU's independent student newspaper. Projects include weekly video features, social media content, and podcasts.

Video Producer - Push Square

Oct 2018 - Oct 2019

Write and edit video content for Push Square, a PlayStation focused news outlet. Attended PAX West 2019 and conducted several in-person developer interviews/previews.

Design Experience

Web / Graphic Designer - Flymigros

May 2019 - June 2019

Worked closely with the company founder to design the visual style, branding, and website for the soft launch of a new tech startup focused on air travel.

UX / Graphic Designer (Co-op) - Plasmatic Technologies Inc.

Jan 2018 - Aug 2018

Worked as the main designer on a consumer-facing smart home app and it's desktop-based dashboard counterpart. Created additional graphics, collateral, and presentations required by the company.

Director of Web & Social Media - IATSU

May 2017 - Apr 2018

Elected executive position responsible for coordination and upkeep of the student union's social media channels, as well as designing/maintaining the IATSU website and any subdomains.

Interests

I also enjoy soccer, Rocket League, going for walks, alt-indie-rock music, movies (horror, action, indie), and PlayStation.

About

I am a multidisciplinary designer from Vancouver, Canada. I have experience in the fields of video production, visual design, and user experience.

Technical Skills

Media Production

Premiere Pro
After Effects
Adobe Audition
DaVinci Resolve

Visual Design

Illustrator
Photoshop
InDesign
Adobe XD
Figma
Origami

Front-End

HTML, CSS
Javascript

Education

Simon Fraser University

Fall 2015 - Spring 2021

BA in Interactive Arts and Technology
Minor in Print and Digital Publishing

Recognition

Best Cinematography - IATSU Film Fest

May 2019

Won best cinematography out of 26 short films, judged by a panel of industry professionals.

Best Film - IAT202 New Media Images

Apr 2017

Directed and edited a short film, won best film and best editing out of 30 films in the course.

Excellence in Media Arts Award & Media Arts 12 Scholarship

2014, 2015

Received two consecutive honorary awards for extra-curricular media arts work, as well as holding the highest mark in Media Arts 12.