

Work Experience

Video Editor - Linus Media Group / Linus Tech Tips

Apr 2021 - Feb 2024

Collaborated 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 450M 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, PaolofromTOKYO, GirlfriendReviews, JonTronShow, RetroGameCorps, Brickcrafts, MacAddress

Proficiencies

Post-Production

Premiere Pro, After Effects, Audition, DaVinci Resolve, Colour Correction

Visual Design

Photoshop, Illustrator, InDesign, Lightroom, Figma, Typography

Media Production

DSLR Cameras, Lighting & Composition, XLR Interfaces, Teleprompters, Capture Cards

Development

HTML5, CSS3, Android Studio, Processing, 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 in a group of 5, 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, and holding the highest mark in Media Arts 12.