

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 - 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

Jan 2019 - Aug 2020

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

Freelance Video Editor & Producer

Feb 2024 - Present

Utilize my expertise in video editing, motion graphics, color grading, sound design, and virtual productions to provide clients with high-quality, timely assistance with various video projects.

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.

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

British Columbia Institute of Technology

Fall 2024 - Present

Network Administrator Technician
Associate Certificate

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.