

Work Experience

Video Editor & Camera Operator - Linus Media Group

Apr 2021 - Feb 2024 (Fulltime), Sep 2024 - Present (Contract)

Collaborate with a production team to produce viral technology-focused video content across several platforms and channels. Personally edited over 350 videos that have accumulated approximately 500 million views on YouTube.

Freelance Video Editor & Producer

Feb 2024 - Present

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

Video Animator / Editor - MetaOptima Technology Inc.

Sep 2020 - Apr 2021

Created health-technology video content for software training, hardware demonstration, and marketing. 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

YouTube Partner & Content Creator - @kacboy

Jun 2024 - Present

Write, film, and edit Playstation and video game content on my own branded YouTube Partner channel with over 690K views and 1.9K subs.

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

Responsible for the management of student union social media channels and website. Generated relevant content, announcements, and web pages for campus activities.

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

Hardware

PC Building, Troubleshooting, Gaming Consoles, Networking, Retro Systems

Software

Google Workspace, Office 365, Trello, Parsec Windows, Mac, Linux, Unraid, Emulators

Education

British Columbia Institute of Technology

Fall 2024 - Spring 2025

Network Administrator Technician Associate Certificate

Simon Fraser University

Fall 2015 - Spring 2021

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

Certifications

CompTIA A+

Issued Jan 2025

Credential ID - KPNHYPE56FRQQTWT

TestOut PC Pro

Issued Dec 2024

Credential ID - 6-1C6-VL7FLW