

## Work Experience

### Video Editor - Linus Media Group / Linus Tech Tips

*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

### Content Creator - @kacboy

*Oct 2022 - Present*

Write, film, and edit Playstation and video game content on my own branded YouTube Partner channel - over 600K views and 1.7K 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 - 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

## Certifications

### CompTIA A+

*Issued Jan 2025*

Credential ID - KPNHYPE56FRQQTWT

### TestOut PC Pro

*Issued Dec 2024*

Credential ID - 6-1C6-VL7FLW