

Summary

I'm an aspiring IT professional looking to pivot from a video production and visual design background. I have a bachelors in Interactive Arts & Tech from SFU, and am currently enrolled in Network Administration courses at BCIT. I have professional experience with computer hardware, troubleshooting, and multiple operating systems. Seeking to utilize my familiarity with technology in a more hands-on position in a helpdesk, technician, or similar role.

Education

British Columbia Institute of Technology

Fall 2024 - Present

Network Administrator Technician
Associate Certificate

Simon Fraser University

Fall 2015 - Spring 2021

Bachelor of Arts in Interactive Arts and Technology
Minor in Print and Digital Publishing

CompTIA A+ Certification

Issued Jan 2025

Credential ID - KPNHYPE56FRQQTWT

TestOut PC Pro Certification

Issued Dec 2024

Credential ID - 6-1C6-VL7FLW

Work Experience

Video Editor - Linus Tech Tips / Linus Media Group

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

- Edit educational and entertaining viral videos focusing on the latest technology and hardware.
- Animate and design infographics to explain complex computer hardware and software concepts.
- Collaborate with the production team to produce high-quality results and ensure deadlines are met.

Content Creator - @kacboy

Oct 2022 - Present

- Produce technical videos about emulation, homebrew software, and hardware troubleshooting.
- Demonstrate how to modify gaming hardware or software through tutorials and guides.

Video Animator / Editor - MetaOptima Technology Inc.

Sep 2020 - Apr 2021

- Generate video content for software training, hardware tutorials, and marketing purposes.
- Troubleshoot desktop and mobile applications to fully understand and demonstrate use cases.
- Executed filming, editing, animating, and organizing files for each project as necessary.

UX / Graphic Designer Co-Op - Plasmatic Technologies Inc.

Jan 2018 - Aug 2018

- Designed the interface and user flow for a smart home mobile application and desktop dashboard.
- Implemented a streamlined design-to-development pipeline, improving product execution and delivery.
- Created additional graphics, print materials, and presentations needed by the executive team.

Technical Projects

Homelab Server

- Built a headless NAS using Unraid as the OS, leveraging Docker containers and SMB for game and media servers.
- Deployed Nginx Proxy Manager to secure traffic and allow access to key services and photo backup solutions.
- Optimized storage and power efficiency using parity and cache pool systems.

Android Developer

- Designed, developed, and published Android apps using Processing, Android Studio, and Google Play Console.
- Utilized databases, compression, and data visualization libraries to create a stat-tracking application.
- Programmed a game with touch-based controls and a responsive aspect ratio for maximum device compatibility.