

Reece Cullen

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EDUCATION

Bachelor of Science | **Digital Media, Arts, and Technology** | Penn State **May 2025**
Minors | **Game Design & Computer Science**

SKILLS

C++ | XML | HTML | Python | Oxygen | Unreal Engine | Twine | Adobe Photoshop | Adobe Illustrator
Adobe Premiere | Web Design | Video Editing | Branding | Digital Media Production | Project Management
Game Design | Human-Computer Interaction | Sound and Motion | Website Traffic Optimization

WORK EXPERIENCE

Video, Podcast and Reel Editor | College Knowledge Foundation **August 2024 - Present**

- Edit and produce high-quality audio and video content for podcasts, reels, and other marketing materials.
- Enhance audio clarity and video quality, ensuring a polished final product that aligns with brand standards.
- Create engaging and visually appealing short-form video content (e.g., reels, TikToks) to drive social media engagement.
- Collaborate with the marketing team to develop concepts for video and audio content that align with current campaigns and brand messaging.
- Generate ideas for new content that resonates with the target audience, driving brand awareness and customer engagement.

Video Editor & Web Designer | College Knowledge Foundation **May 2024 – August 2024**

- Redesigned the company website following strict branding guidelines, resulting in a significant increase in website traffic.
- Utilized various software tools to edit and produce video recordings from multiple team members, ensuring high-quality outputs aligned with the company's branding.
- Conducted in-person video recordings, enhancing the production quality of company podcasts and reels.
- Created new templates for videos and designs that were adopted across the company, strengthening overall brand consistency.

Groundskeeper | Kish Park Minigolf **May 2021 - Present**

- Maintained grounds and facilities, ensuring a clean and welcoming environment for guests, which resulted in increased customer satisfaction ratings.

Production Assistant | Trinity Plastics Inc. **May 2023 - August 2023**

- Assisted in the production process, contributing to increased productivity by optimizing workflow and reducing material waste.

GAME DESIGN EXPERIENCE

- Played a key role in the design process of a text-based game for a Game Design class, contributing innovative ideas and technical expertise.
- Conceptualized, designed, and created a short RPG in Unreal Engine for an advanced Game Design class, demonstrating a strong grasp of game development principles.

PROGRAMMING EXPERIENCE

- Led development as the primary coder in a peer group project for a Game Design class, delivering a fully coded short text-based game in Twine that received top marks.
- Developed and launched a portfolio website from scratch using HTML and C++ for a Digital Text Encoding class, showcasing advanced digital text encoding skills.