Tom Lum

/// Science Communicator /// Video Producer /// www.TomLum.com /// TomLumPerson@gmail.com ///

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/// Experience

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Science Video Producer /// *Youtube.com/@TomLumPerson*   [Apr '21 – Present]

Started a channel presenting science content with over 300,000 subscribers on both TikTok and Youtube. I write, film, edit, and present each video, and through these, received a New Educational Creator grant from Complexly in 2022.

Let's Learn Everything! /// *LetsLearnEverything.com*   [Oct '21 – Present]

Created, cohost, produce, research, write, and edit an educational comedy podcast that signed with the Maximum Fun Network. Peaked as the #11 science podcast on Spotify with over 100,000 monthly downloads and 1,500 paid monthly supporters.

Freelance Writer/Researcher/Host   [Jan '23 – Present]

Pitched, researched, and wrote Veritasium's most viewed YouTube video in 2023 "*The Fastest Maze-Solving Competition On Earth*" at over 20 million views. Conducted interviews, storyboarded segments, scripted narration, and drafted visual diagrams to explain maze solving algorithms.

Guest hosted eight episodes of SciShow, reviewing and punching up scripts, and presenting science topics in a clear and engaging way to an audience of 8 million subscribers.

Frontend Developer /// *Kickstarter.com* /// *Scratch.mit.edu*   [Oct '17 – Aug '23]

Built data visualizations and moderation tools for Kickstarter, TechChange, and Scratch. Worked with internal design and moderation teams, as well as end users to ensure platforms were stable, safe, and enjoyable to use.

SuperLuminauts /// *SuperLuminauts.com*   [Jan '17 – Jan '20]

Created, managed, and worked on a small team to build and independently release a video game on Steam that has been played by over 55,000 people. Responsible for all design, programming, art, release scheduling, events, and marketing.

Computer & Cognitive Science TA /// *Vassar College*   [Sep '14 – May '17]

Taught and gave individual instruction to students in courses covering introduction to computer science, data structures and algorithms, robotics, and scientific experiment design.

/// Education

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Vassar College (2017)
Bachelor of Arts:
    Computer Science &
    Cognitive Science

GPA: 3.58

/// Skills

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Video Editing [Davinci Resolve]
Audio Editing [Logic]
Image Editing [GIMP/Clip Studio]
Data Visualization [D3]
3D Modelling [Blender]
Project Management [Jira/Trello]
Web Development
            [React/JS/HTML/CSS]