

Skills

- NLEs (Premiere, Final Cut Pro X, Davinci Resolve)
- Color Correction
- Data Management (Resolve, Silverstack)
- Time Management/Communication

Experience

We Are Royale | Staff Asst. Video Editor | June 2022 - July 2023

At WAR, I filled the assistant editor role to aid in the technical aspect of post production while also taking on primary editorial responsibilities as needed. I assisted directors and animators with previz by editing boardomatics for awarded pitches to show the concept we wanted to create, generated plates for animators and composers with proper color space conversions, and handled workflow for managing delivery for broadcast, YouTube, TikTok, and Instagram formats. (Supported editor: Ryan Frey & Isaac Ruth)

Media Spigot | Freelance Editor | Aug 2015 - Apr 2018 & Dec 2020 - June 2022

Edited episodes for the automotive YouTube channel Driving Sports TV where I delivered 4-8 episodes a month with each video only having a 2-3 day turnaround

Wizards of the Coast | Freelance Editor | May 2019 - December 2020

I support the eSports/broadcast division by editing video content as part of a team for social media and Twitch streaming in the form of story spots that play leading up to Magic: The Gathering's Mythic Championship along with content that plays live. Edited YouTube shows during the pandemic that include "The Pro Files", "The Advantage Bar", "Magic Minute".

Tale and Company | Freelance Colorist & Asst. Editor | Aug 2019 - May 2020

I Created string outs and performed supervised edit sessions with the director and established the baseline look for the film in the monochrome visual style the director envisioned for the film "Warmuffin"

All is Well | Freelance Editor | January 2019 - May 2019

Edited a spot for Brooks Shoes, consulted on content selects for video game-related project to align with XBOX customer access.

Mighty Media Studios | Freelance Asst. Editor | May 2018 & Sept 2018 - Dec 2018

Performed project setup and editorial first editorial pass on interview and demo segments for Microsoft's "Modern Workplace" webseries and Inside XBOX's "State of Decay 2" Escape Room segment starring Xbox On & Smosh Games. (Supported editor: Rich Phelps)

Baron Visuals | Freelance Editor | Aug 2018 - Sept 2018

Edited an instructional video for Sur la Table and Zwilling teaching customers on how to properly sharpen a knife using steeling, honing, and wet stone techniques. A series of short-form videos on common questions regarding knives were also created for use on social media.

Major League Gaming | Freelance Editor | Apr 2018 - Apr 2018

Edited recaps, interviews and highlights on-location for the Seattle leg of the Call of Duty World League.

Unity Technologies | Freelance Editor | Dec 2015 - Feb 2016

Edited a five part internal series outlining the various thoughts and processes of creating an interactive VR experience. Series covered audio implementation, character design, environment design, and learning to anticipate the many ways a user could try to break the experience for themselves.

Faith vs. Fate Productions | Freelance Editor, DIT, Colorist | Jan 2012 - Feb 2016

Edited and colored feature films and shorts, supervised audio sessions.

Curious.com | Freelance Editor | Apr 2014 - Dec 2015

As a contractor via Ambrosia Digital Media, I was responsible for editing course content for over 300 courses and lessons. On top of day-to-day video editing, I was also repairing audio, updating tech training videos to reflect new UI choices by developers, building courses/lessons and managing tasks on JIRA. Assisted with partial-automation of the new "quiz" sections at each segment of a lesson/course.

Perkins Coie LLP | Freelance Video Production Assistant | July 2013 - Oct 2013

Worked with the producer to plan and execute productions and editorial for internal/external projects and created profile videos for attorneys that were used as part of team introduction for client jobs.

We Are Shouting | Freelance Editor & DIT | Apr 2012 - Apr 2013

Edited a series of videos focusing on different departments at Seattle University.

Banyan Branch | Freelance Editor | Nov 2011 - Nov 2011

Edited a highlight video for "Rainn Wilson and Friends" for the Mona Foundation.

Monolith Productions | Associate Video Editor | Aug 2010 - Apr 2011 (contractor) & Apr 2011 - Nov 2011

Assisted with editing of game cinematics, community videos, marketing, and commercials. Collaborated with the cinematic team to brainstorm, mock up, and create motion graphics for videos, trailers, and in-house support products. Provided technical support for video capturing and editing. Researched and recommended emerging technologies and tools, editing techniques, as well as hardware and software upgrades. Organized/ maintained equipment and digital storage space.

Pravda Studios LLC | Staff Editor & DIT | June 2007 - March 2009

Held responsibility for digitizing and organizing all footage as well as composing engaging and on-target videos within required job specifications, budgets, and deadlines. Actively sought innovations to improve the production process for greater efficiency. Screened all cuts throughout the approval process and addressed all agency and client edits. Archived all footage at wrap of each job. Maintained all edit equipment, troubleshoot problems, and actively facilitated repairs.