

SUMMARY

A creative media expert and thought leader with nearly a decade of experience in the video games industry. A savvy content producer who has worked across multiple brands and titles, producing long and short-form content including commercials, social media content, and paid media. A highly inventive content creator equally confident behind or in front of the camera. A team leader who sees and maximizes opportunities for brands, partnerships, and content creation, developing shareable and engaging media. A hands-on team player who is looking forward to more on-camera opportunities.

EXPERIENCE

META: FACEBOOK GAMING, WASHINGTON, D.C. // 2020 – PRESENT

The next step in gaming, Meta unites a suite of technologies to provide a 3D networking experience.

CLOUD GAMING QA | PUBLIC CONTENT

Improve the gaming content experience on Facebook, performing quality analyses, editing metadata, and liaising with data scientists to generate reports, maintaining existing levels of gameplay quality while working on internal projects and pre-launches

TECH SKILLS

SOFTWARE

Mac + PC
Microsoft
Office, Outlook, Word
Google
Docs, Sheets, Drive, News
Adobe
Photoshop, Illustrator,
Premiere, Acrobat
OBS Studio
Sony Vegas Pro
Platforms
Twitch, TikTok, WordPress
Facebook for Business

TOOLS

VoiceMeeter
StreamLabs
Asana, Trello, Slack

HARDWARE

Cameras
Canon VIXIA HF
Canon PowerShot G7 X
Mark 3
Sony AX700
Sony Alpha a7 3
Microphones
XLR: MXR, Shure
USB: Yeti Blue
(X, Standard, Nano,
Snowball, YetiCaster)
Sound Mixers
GoXLR
Yamaha MG10XU

Misc

Green Screens
Capture Cards
Stage Lighting

CONTRACTED CONVENTIONS

2019

New York Comic Con,
CES, Super Smash Con

2017-18

Super Smash Con,
Awesome Con,
PAX East, E3

2015-16

Super Smash Con, PAX
East, E3, Otakon

2013-14

Super Smash Con, PAX
East, E3, Otakon

GAME RANT, WASHINGTON, D.C. // 2020 - 2021

Delivering content written by gamers, for gamers, featuring news, reviews, and interviews.

FREELANCE WRITER | GAMING INDUSTRY REPORTER

Pitched and authored 100+ original articles on gaming news, industry trends, tech previews, strategy guides, movie and TV news, as well as press releases

SELECT ARTICLES:

2020, *Blue and Blizzard Team Up to Create a World of Warcraft Yeti X Microphone* | 2020, *T-Pain is Making Royalty-Free Beats for Streamers* | 2020, *Fall Guys Gifting Players Rare Unicorn Skin*

N3RDABL3, WASHINGTON, D.C. // 2017 - 2019

A UK-based site hosting the latest in gaming, technology, and nerd culture.

VIDEO PRODUCER

Spearheaded N3rdabl3's video production department, successfully bringing the team to E3 in 2018 while creating viral content, doubling website traffic numbers and radically expanding their platform

PRODUCTION CREDITS:

2019, PAX East, *Gage Takes on PAX* | 2019, *Gage Finally Meets Foldimate* | 2018, *Wreck-It Ralph 2 Teaser*

STAFF WRITER

Revolutionized N3rdabl3's media partnerships as a staff writer, developing film-ready content as well as pitching and developing articles for their existing news website

SELECT ARTICLES:

2017, *Here's Why Video Games Don't Work as Movies* | 2017, *Why 2007 Was the Best Year in Gaming* | 2017, *Development Hell: Sequel Cancellations*

PRESS START TV, RICHMOND, VA // 2013 – 2015

A video game-based TV show featuring news, interviews, reviews, and gameplay with 230K+ listeners.

VIDEO + RADIO PRODUCER | CONTENT EDITOR

Successfully sold the Press Start show to a local station, coordinating shoots, events, and scripts, as well as obtaining sponsors and continuing to execute and edit virtually all content

KEY PRODUCTIONS:

2015, *E3: Interview with Burnie Burns of Rooster Teeth* | 2015, *E3: Interview with Phil Spencer, Xbox Founder* | 2015, *PAX East: Interview with Ashley Jenkins of Rooster Teeth*

GAGE EDWARDS MEDIA, VARIOUS // 2009 – PRESENT

Agile production, high-level editing, and media kickstarting solutions for companies in need of a gem

PODCAST PRODUCER | VIDEO EDITOR

Created, executed, and launched podcasts across all major platforms, as well as produced short-form content for YouTube, TikTok, and Twitch channels

SELECT MEDIA:

Struggle Well, Apple Podcasts, 2019 – 2021 | *How We Do*, Spotify, 2018 – 2020 | Editor, *Boulder Crest Institute* social ad campaign, 2019 – 2020

