REECE CULLEN

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EDUCATION

The Pennsylvania State University, Erie, PA
Bachelor of Arts | **Digital Media, Arts, and Technology**
Minors | **Game Design** & **Computer Science**

Graduation: **May 2025**
GPA: **3.96**
Dean's List: **Fall 2021-Spring 2024**
National Society of Leadership and
Success: **Spring 2025**

SKILLS

C++ | XML | HTML | Python | Oxygen | Unreal Engine | Twine | Adobe Photoshop | Adobe Illustrator
Adobe Premiere | Web Design | Video Editing | Branding | Java | Project Management | Game Design |
Blender | Sound and Motion | Website Traffic Optimization

RELEVANT EXPERIENCE

Video, Podcast and Reel Editor | College Knowledge Foundation   August 2024 – December 2024

- Edited and produced high-quality video content for podcasts, reels, and other marketing materials.
- Enhanced audio clarity and video quality, ensuring a polished final product that aligns with brand standards.
- Created engaging and visually appealing short-form video content to drive social media engagement.
- Collaborated with the marketing team to develop concepts for video and audio content that align with current campaigns and brand messaging

Web Ops Student Team Member | Penn State Behrend DIGIT Program   May 2024 – August 2024

- Revitalized the Digital Media, Arts, and Technology website and the Patricia Yahn Art Show website by adding new content and updating CSS stylesheets
- Communicated with students in the DIGIT major to coordinate a large showcase video featuring their works with their permission
- Edited a high-quality showcase video featuring a compilation of relevant DIGIT projects, to be shown in the Digital Media, Arts, and Technology website's homepage

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

ACADEMIC PROJECTS

- Headed numerous projects involving text encoding, large-scale text analysis, AI-training/generation, and website development
- 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
- Lead a team of peers to create an RPG using RPG Maker XP, requiring precise management of time, effort, and assets
- Conceptualized, designed, and created a short RPG in Unreal Engine for an advanced Game Design class, demonstrating a strong grasp of game development principles
- Developed and launched a portfolio website from scratch using HTML and C++ for a Digital Text Encoding class, showcasing advanced digital text encoding skills and web design principles