

# **MARK RYAN REYES**

marcusde115@gmail.com | mark-reyes.com | 916-230-9172

## ***WORK EXPERIENCE***

### ***VIDEO EDITOR***

#### ***Riot Games - Los Angeles, CA - Feb 2022 to Present***

- Edited the weekly promo videos highlighting and establishing upcoming key players, teams, matchups and storylines for the 2022 Spring Split using a combination of player interviews, stage B-roll, game capture, sound design, motion graphics, and live broadcasts
- Weekly promos ranged around 1:30-2mins in length and are edited on a 4 day turn around to be used in the live broadcast and as promotional material on social media sites.

### ***VIDEO EDITOR***

#### ***G4TV - Los Angeles, CA - June 2021 to Present***

- Edited the X-play series of game reviews featuring Adam Sessler using a combination of stock footage, motion graphics, recorded game capture and scripted comedy skits. Footage was sourced either in house or on YouTube based on my recommendations and extensive knowledge of current gaming related news and topics.
- Established tone and feel of X-play episodes to reintroduce the old broadcast format into the Youtube space.
- Edited branded content announcements including partnership with brands such as Grubhub and Snapdragon Elite gaming as well as commercials and promotional material for new G4 shows like "Name Your Price."
- Edited the youtube and linear cutdowns of "Name Your Price," G4's new game show live streamed on Twitch and parodying 70's raunchy gameshow aesthetics and mannerisms

### ***VIDEO EDITOR***

#### ***Paragon Creative Agency - Los Angeles, CA - June 2021 to July 2021***

- Edited Packages for the first E3 Online including AMAs from leading game developers like Capcom and Ubisoft.
- Edited Industry round table style panels
- Edited the end of day recap for both broadcast and social
- Provided live support on set for any last minute editing changes

### ***VIDEO EDITOR***

#### ***Rosewood creative - Los Angeles, CA - March 2021 to July 2021***

- Edited Valorant Decoded, a limited run strategy and analysis series featuring the greatest players

in Valorant E-sports, which aired alongside the Valorant Championship Tour 2021

- Responsible for Creating shot lists and leading in game footage capture sessions

## **VIDEO EDITOR**

### ***Blizzard Global Broadcasting - Los Angeles, CA - January 2019 to October 2020***

- Worked with producers and various Branded Content partners, Intel and T-mobile, in the creation and editing of promotional and marketing material
- Storyboarded, directed, and edited gameplay capture in Overwatch for use in original content using both the in game replay viewer and a customized game engine
- Live edited Blizzcon segments for Blizzcon All Access
- Edited player and gameplay reels for Overwatch and Call of Duty League

## **SENIOR VIDEO EDITOR**

### ***Blitz Esports - Culver City, CA - February 2017 to November 2018***

- Lead editor that launched and established style of Blitz LoL, Overwatch, and CS:GO channels
- Lead editor on Blitz CS:GO content and large scale narrative projects
- Lead editor for branded narrative, analytical, and lifestyle content for partnered Esports Organizations

## **POST-PRODUCTION COORDINATOR**

### ***Machinima - Burbank, CA - April 2016 to February 2017***

- Meta-data logging, collating, and archiving of required paperwork for airing
- Cataloging and archiving master, clean, and final versions of assets
- Lead editor for Inside Esports EXP docu-series

## **EDUCATION : UNIVERSITY OF CALIFORNIA - LOS ANGELES** ***BACHELOR OF ARTS in Communication Studies***

### **TECHNICAL SKILLS**

Proficiency with Adobe After Effects, Premiere Pro, Photoshop & Illustrator • Editing, VFX, GFX, Sound Design • Editing for Short form, social and linear.