

KIEREN HAY

Video Editor

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ABOUT

As an experienced video editor, my skills are focused on creative storytelling. Throughout my career, I have worked at two great video game publishers, Funcom and Private Division. I currently serve as Private Division's sole creative as video editor working on successful titles such as **No Rest For The Wicked**, **Kerbal Space Program 2**, and **The Outer Worlds (Spacer's Choice Edition)**.

WORK EXPERIENCE



Private Division | Munich, Germany

Video Editor | 2022 - Present

- Concept, develop and produce game trailers with developers and marketing.
- Work with social media managers to produce social assets.
- Capture gameplay and marketing shots for trailers and b-roll purposes.
- Scripted and edited sizzle reels for upcoming un-announced projects to use for third parties.



Funcom | Oslo, Norway

Video Editor | 2021 - 2022

- Concepted and edited trailers and behind-the-scenes featurettes for marketing.
- Concepted and edited fun social content alongside the social media team
- Directed production crews on behind-the-scenes content.
- Versioning assets for various channels.



The Social Chain | Manchester, UK

Video Editor | 2021

- Concepting and editing short social assets covering gaming news for Gamebyte and Fraghero.
- Coordinating with the lead editor on quick turn around videos to be edited and released same day.
- Developing ideas and pitches for potential video series for main channels.



BBC The Social | Glasgow, Scotland

Content Creator | 2020-2021

- Co-ordinating with Video Producer on scripts for potential online topic videos.
- Sourcing gameplay videos and audio from various channels to use for videos.
- Editing and audio recording for online topic videos related to video games.

EDUCATION

City of Glasgow College

HND TV Production
2016 - 2019

Edinburgh Napier University

BA (Hons) Television
2019 - 2021

PROFICIENCIES

Software

Adobe Premiere Pro
Adobe After Effects
Adobe Photoshop
Adobe Audition
DaVinci Resolve

Specialties

Conception
Creative Writing
Directing
Motion Graphics