Rory Grant

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EXPERIENCE

MaxMD, Fort Lee, NJ — *Intern*

Oct. 2016 - May 2017

Served as a member of the Sales Department, handling data entry and customer service, as well as created and updated visual assets in order to be adaptable to the current lineup of mobile devices

- Handled the task of documenting the pending renewals of client licenses, updating spreadsheets and the main website with the information, as well as walking clients through renewing their subscription over the phone

LifeSciHub, — *Editor*

Nov. 2019 - Jan 2020

Worked as a video editor for the company, tasked with taking video footage and scripts given by the company and creating informational videos on given topics

- Along with drafting and editing each video, I created key graphical assets and mixed audio for each project, with the goal of providing the highest quality of information within the shortest time frame

Esports Revolution, — *Editor*

May 2021 - Present

Worked as a video editor for the company, tasked with taking video footage and streams given by the company and preparing videos for airing on television.

- Along with drafting and editing each video, I have created key graphical assets and mixed audio for many projects, with the goal of providing the highest quality of information within the shortest time frame. In my first month at ESR I have edited well over 20 24-min episodes for TV release

PROJECTS

CIRCUIT (C#/Unity/FL Studio):

Developed a high speed puzzle game, published on itch.io

- Developed entirely in Unity using C#
- Created all visual assets used in the game using Pixlr and Figma
- Produced all music using FL Studio

Laevateinn (Python/Pandas):

Libraries Used: Discord, DiscordUtils, NumPy, Pandas, PIL
Developed a Discord Bot to facilitate the opening of virtual card game packs and hosting of each player's collection

- Uses Pandas as a backbone for parsing the card pool
- Discord Users interact with Laev using commands, which the bot uses to generate card embeds to present to the user
- Automatically saves a virtual binder for each user, where their collection of cards are kept
- Users can search the card pool or their virtual binder by a variety of parameters
- Card Pack Functionality: Laev creates virtual packs that the user can open to gain up to 10 cards at a time
- Wrote an algorithm using PIL that automatically binds together individual jpegs for the pack picture
- Players can send parameters to customize their packs

A-ko (Python):

Developed a Twitter Bot that users can play RockPaperScissors with

- Users play with the bot by mentioning it in their tweets. The bot responds with a random throw of their own, then calculates the match result and replies to the user accordingly

EDUCATION

New York Institute of Technology
New York, NY — [Currently Enrolled]
Computer Science B.S.

SKILLS

Programming:

Python, C#, Java, JS, HTML/CSS, Pandas, Node.js

Video Editing:

Premiere Pro, After Effects, Davinci Resolve

Computer Skills:

Git, Microsoft Office, Windows

Graphic Design:

Photoshop, GIMP, Pixlr, Figma

Music Production:

FL Studio, Audacity

Misc:

Presentation and Public Speaking skills

OTHER ACTIVITIES

IEEE Member at the NYIT Manhattan branch

Music Hobbyist

Link to Showcase

Freelance Video Editor doing both hobbyist and commissioned work.

A link to some mockups