

Shawn McClard

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Professional Summary

Creative digital designer with a strong foundation in editing, compositing, and story structure. Detail-oriented, organized, motivated to learn, grow, and excel in all digital mediums.

Work Experience

Audio Engineer

Resonate Community Church

Shakopee, MN

Mar 2024 – Dec 2024

- Performed detailed post-production on audio tracks using Reaper DAW to improve clarity and consistency
- Set up and configure live audio environments to support video production and narration sessions
- Ensure proper audio levels, clarity, and fidelity throughout multimedia products
- Operate and maintain audio recording equipment, including microphones, mixers, and sound interfaces
- Interpret written scripts to plan the timing, pacing, and structure of video sequences and accompanying audio

Senior Video Editor

Urban Plains

Des Moines IA

Mar 2023 – Dec 2023

- Lead the team through critical post-production challenges and derive novel technical solutions
- Mentored and trained junior editors to ensure quality and timely completion of projects
- Created motion graphics according to style guidelines to match the brand's identity for various downstream production applications
- Created motion graphics for various downstream production applications
- Enhanced podcast audio through post-processing
- Developed, produced, and edited multiple video stories for the organization, overseeing the full creative process from concept to final delivery
- Independently managed both pre-production and post-production tasks, channeling end-to-end video production capabilities
- Captured and edited professional photography, including advanced color correction and grading to meet project specifications

Freelance Video Editor

Self-employed

Chanhassen, MN

Jun 2020 – Present

- Developed and produce high-quality videos and multimedia applications, leveraging diverse expertise in audio, video, 2D, and 3D visual graphics to deliver engaging, professional content tailored to the client's needs
- Designed sets, operated DSLR cameras, and configured lighting setups for various productions, including podcast recordings, short-form content, filming, and long-form skits

Skills

- **VFX:** 3D Design, product renders, graphic design, photography, rotoscoping, video editing
- **Audio:** Mixing, cutting and trimming, Foley, voice over, acoustics, staging
- **Software:** Adobe Creative Cloud Suite, After Effects, Animate, Audacity, Audition, Blender, Cap-Cut, Darktable, DaVinci Resolve, GIMP, Illustrator, iMovie, Lightroom, OBS, Photoshop, Premiere Pro, Reaper

Education

Drake University

BS in Digital Media Production

Aug 2019 – Feb 2024