SOPHIA REEDER   **Curriculum Vitae**

sophia.reeder@gmail.com | reeder.156@osu.edu
Website | LinkedIn

EDUCATION
Bachelor of Arts in Communication Technology   *2024*
Video Game Analysis and Media Production & Analysis Minors,
The Ohio State University | Columbus, OH
- Graduated summa cum laude.

RESEARCH EXPERIENCE
Undergraduate Research Assistant,   *2022 - 2024*
Chronos Laboratory | The Ohio State University | Columbus, OH
- Facilitated participant engagement and ensured adherence to lab protocols.
- Trained and certified by CITI Program in Human Research: Human Subjects Protection (Social and Behavioral).
- Maintained confidentiality of sensitive data.
- Identified data discrepancies.

PROFESSIONAL EXPERIENCE
Audio/Visual Intern,   *2024 - present*
Philadelphia's German Christmas Village | Philadelphia, PA
- Proof read press releases for accuracy and clarity.
- Researched social media trends and popular sounds to increase visitor engagement.
- Assisted visitors at the information booth.
- Filmed and photographed events.
- Designed magnet and stickers that sold out commercially.
- Drafted and posted content on social media platforms.

Social Media Manager,   *2022 - 2024*
Ohio State's Engineering Career Services | Columbus, OH
- Produced short-form video content, fostering audience growth across platforms.
- Oversaw social media giveaways resulting in consistent increase of followers on Instagram and TikTok.
- Identified educational content needs and presented ideas to internal stakeholders.
- Tracked engagement metrics and maintained a brand-consistent voice.

TPX GTO Reliability Xperience Technologies UX Intern,   *Summer 2023*
Comcast NBCUniversal | Philadelphia, PA
- Collaborated, improved, and applied feedback for UI/UX on a unified IOP (Service Now) employee portal with development and design teams.
- Led and presented a Capstone Project demoing a new business idea for Comcast executives and stakeholders.
- Created a cohesive and visually appealing portal menu while maintaining the company's branding.
- Developed wireframes, mock-ups, and prototypes using Figma and the Adobe Suite, enhancing user experience.

Archival Assistant,   *2021 - 2022*
Thompson Library, The Ohio State University | Columbus, OH
- Organized and preserved archival materials, adhering to proper preservation methods.
- Managed long-term archiving projects, including cataloging dance playbills and news articles.
- Entered and edited series into an archival database.

UI/UX Design & Research Intern,   *Summer 2021*
Coded by Kids | Philadelphia, PA
- Developed wireframes, final mock-ups, and prototypes for a contest winner's web page.
- Collaborated closely with product managers, developers, and stakeholders.

PROJECTS
Good Soup,   *2024*
3D point and click simulation video game
- Created 2D art for ending frames, in-game pop-ups, and save screen.
- Animated opening and true ending sequences.
- Modeled 3D assets for the bedroom, kitchen, and bathroom in Blender.
- Utilized a font of my own handwriting.
- Collaborated with developers and story leads on visual aesthetics.
- Shipped product to Steam.

Knock 'Em Dead,   *2024*
Live action film, directed by Margo Smith
- Storyboarded sections of the film alongside the director.
- Assistant directed on set.
- Kept talent and crew on schedule for shoot days.
- Worked to create a timeline with the director.
- Designed poster for the film.

Room to Roam,   *2023*
2D animated film
- Served as animator, colorist, and editor.
- Directed voice actors, musician, and sound designer.
- Showcased at the Columbus Museum of Art as part of the Ohio Union Activities Board's Night at the Museum.

Catch Me if You Can,   *2023*
Motion capture and 2D animated short
- Directed actors live on set to capture desired movements.
- Rigged and edited the movement onto a 3D model, then animated on top of the motion capture footage.

arro,   *2023*
2D animated short
- Animated and voice acted.
- Directed sound designer.
- Won best animation at Mad Royal Film Society's 2023 Film Festival.

Beware of Bevis,   *2022*
Live action short film

- Storyboarded film.
- Served as script supervisor and production manager on set.
- Filled in as an extra where needed.

LEADERSHIP

Secretary, *2023 - 2024*
Mad Royal Film Society | Columbus, OH
- Storyboarded, produced, and managed all aspects of film production.
- Assisted in planning and distributing marketing materials for the annual Spring Film Festival.
- Participated in designing marketing material for the organization.
- Created personal films to share and experiment with video creation.

Sandbox Instructor, *2021 - 2022*
Ohio State University Media, Marketing, and Communications Scholars | Columbus, OH
- Instructed a seven-week class on Comics and Manga for the Media, Marketing, and Communications (MMC) scholars group.
- Course included the basics of what comics are and how students can create them.
- Responsible for taking attendance, teaching lessons, grading homework, and presenting a final overview of the course to all of MMC.

Stage Manager, *2020 - 2022*
Off the Lake Productions | Columbus, OH
- Collaborated with the director, cast, and crew for all creative and technical production decisions.
- Organized ticket sales and ushers
- Noted actor's blocking, developed and a comprehensive show schedule.
- Kept track of proceeds and donated canned goods.

HONORS & AWARDS

Media, Marketing and Communication Scholar (MMC), *2020 - 2022*
- Selected for the competitive, two-year MMC Scholars Program focused on digital media applications.
- Appointed a Freshman and Sophomore Leadership Officer for the scholar's program.
- Collaborated with a team of peers to foster community and belonging.
- Received Gold status for exceptional participation in the program.

Morrill Scholar, *2020 - 2024*
- Awarded the Morrill Prominence Scholarship for leadership in diversity initiatives.

Dean's List Recipient *2020 - 2024*

TECHNICAL SKILLS
Figma, Social Media, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro, Adobe Photoshop, Adobe XD, Davinci Resolve, 2D Animation, Storyboarding, Procreate, JavaScript, Unity, Blender