

# Bryan Ko

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Portfolio - <https://sprouttess.github.io/artist-portfolio/main-hub/>

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## Video Editor | Content Creator | Digital Media Artist

Content-focused video editor and digital media artist specializing in visual storytelling, editing, and multimedia production. Experienced in producing engaging video content for live events, social platforms, and immersive installations. Strong understanding of pacing, narrative structure, and visual design, focused on creating engaging visual content.

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## Content Experience

### Content Creator (Independent)

- Produce and edit video content focused on digital art, creative process, and visual storytelling
  - Edit with emphasis on pacing, structure, and viewer engagement
  - Design thumbnails and visual assets using Photoshop to support video presentation and clarity
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### **Social Media Content Team** – CADRE Alumni Organization

- Filmed and edited event coverage for social media distribution
  - Created highlight videos and recap content to support audience engagement
  - Collaborated with team members to plan and execute content coverage
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### **Technical Artist** – SJSU CADRE Media Lab

- Designed 2D animations and visual assets for projection mapping projects
  - Captured behind-the-scenes production footage for digital content use
  - Supported live media installations and creative production workflows
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### **Video Editor / General Committee Member** – CADRE Student Organization (CADRE S.O.)

- Edited event recap videos and documentation content
  - Assisted in content production and media outreach efforts
  - Supported student engagement through visual media
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### **Selected Projects (Production & Visual Media)**

#### **CADRE 40th Anniversary - San Jose Museum of Art (2026)**

- Showcased digital media work in a professional museum exhibition setting
  - Contributed to a large-scale presentation of visual content celebrating digital media art and its evolution
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## **Free Throw - SAP Center (2026)**

- Contributed to a live projection mapping experience blending sports and real-time visuals for a large public audience
  - Developed dynamic visual content designed to engage viewers in an interactive, high-energy environment
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## **CTRL\_DYSTOPIA – Hammer Theatre (2025)**

- Produced an immersive digital media project exploring themes of technology, control, and identity
  - Combined narrative-driven visuals and motion graphics to create a cohesive audience experience
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## **Nexus – SJSU Gallery Exhibition (2025)**

- Developed a digital media project examining how users interact within virtual and networked environments
  - Combined visual storytelling and abstract design to create an engaging audience experience
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## **Skills**

### **Video & Content Creation**

- Video Editing (Adobe Premiere Pro)
- Motion Graphics (After Effects)
- Visual Storytelling & Pacing

### **Creative Production**

- Creative Direction & Concept Development
- Projection Mapping & Installation Media
- Thumbnail & Visual Design (Photoshop)

### **Technical**

- Blender (3D Modeling)
- HTML, CSS, JavaScript (Basic)

### **Additional**

- Photography & Videography
  - Social Media Content (YouTube, Instagram)
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## **Education**

**San Jose State University**, San Jose, CA

Bachelor's of Fine Arts in Digital Media Art, 2025

- Magna Cum Laude (2025)
- Dean's Scholar (2024)
- President's Scholar (2021-2023)