



LUKE BURRIDGE

CONTENT CREATOR

CONTACT

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SKILLS

- Video Editing
- Motion Graphics & Visual Effects
- Graphic & Thumbnail Design
- Videography & Photography
- Digital Artwork & Animation
- Scriptwriting & Storyboarding
- Game Development
- Social Media Management
- SEO & YouTube Optimization
- Content Strategy & Planning
- Strong Communication
- Emotional Intelligence
- Team Leader & Collaborator

LANGUAGES

- English (Native)
- Portuguese (Fluent)

HOBBIES

- Singing & Rapping
- Trail Walking
- Jogging
- Rollerblading
- Dancing
- Strength Training
- Drawing
- Gaming
- Livestreaming

SUMMARY

Energetic, motivated, and highly creative multimedia enthusiast with 9 years of video editing experience, and a developing skill set in game development at a junior level. I am deeply invested in turning raw material into captivating visual results, committed to furthering my skills and contributing to impactful projects.

EDUCATION

SECONDARY SCHOOL POETA ANTÓNIO ALEIXO - PORTIMÃO, PORTUGAL

Professional Multimedia Course (Sep 2019 - Jul 2022)

ETIC ALGARVE (SCHOOL OF TECHNOLOGY, INNOVATION & CREATION) - FARO, PORTUGAL

Diploma in Video Games (Oct 2022 - Aug 2024)

EXPERIENCE

PROFESSIONAL VIDEO EDITOR (2016 - Present)

Proficient with Adobe Creative Suite, including Premiere Pro, After Effects, Photoshop, and Audition.

SUPERLOU GAMES (Dec 2024 - Present)

- Created promotional game trailers for SUPERLOU GAMES, including their hit 2024 release, "Finding Frankie", featured on multiple platforms such as PlayStation and Xbox, and during the "Future Games Show: Spring Showcase 2025" event.

LAWS PROPERTY PORTUGAL (Nov 2024 - Present)

- Filmed property tours for Laws Property Portugal, and produced engaging snippet videos for their website.

NEWSHOWTV (Jun 2024 - Aug 2024)

- Edited interview videos and event highlight montages from the Fusion Fight League MMA kickboxing event in Lagos, for the NewsShowTV YouTube channel, using raw footage provided by the filming team, including interviews with fighters and other participants.

JUNIOR GAME DEVELOPER (2018 - Present)

Gained junior experience in Unity 2D and 3D game development, utilizing C# in Visual Studio, and developing 3D models and assets in Blender.

- Earned the Best Game Award at the college-hosted Global Game Jam 2023, contributing to game naming, logo design, and level design.
- Became a Top 10 Finalist in the 2023 PlayStation Talents competition (9th Edition) in Portugal, with my prototype game "Tom in the Treehouse" selected and nominated for awards in Best Narrative and Best Use of the PlayStation Platforms.