Rhitvik Bhasin

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Objective

A creative and driven media professional with a strong foundation in journalism, technical expertise in broadcast and video production, and experience in game development. Passionate about storytelling, innovation, and producing high-quality content across multimedia platforms. Seeking to contribute my skills in a collaborative and dynamic work environment to create impactful, engaging projects.

Education

Seneca Polytechnic

Diploma in Journalism

School of Media, Creative Arts & Animation

Relevant Courses: Acting for Camera and Voice (ACV), Broadcasting – Television (RTVT),
Event & Media Production (EMP), Broadcasting Radio (RTVR)

Technical Skills

- -Broadcast & Video Editing: Adobe Premiere Pro, DaVinci Resolve, Avid Media Composer, Avid iNews, Dejero, Live U, Vmix
- -**Graphics & Motion**: Adobe Photoshop, After Effects, Unreal Engine, UEFN (Unreal Editor for Fortnite)
- -Audio Editing: Pro Tools, Burli
- -Branding & Design: Applying names, titles, and branding elements to match client expectations
- -Operations: Studio setup, switcher operation, control room maintenance
- -Equipment: Cameras, DSLRs, gimbals, microphones

Experience

Freelance Media Production Assistant

Videographer/Photographer/Editor

2023 - Present

- Collaborated with Animal Grantmakers to record TED-style talks and create video content for their website, documenting the organization's impact on animal welfare.
- Assisted with the RTDNA Awards, capturing significant moments and contributing to the

seamless execution of the event.

- Coordinated with clients to plan and execute high-quality media projects, including live events, on-camera recordings, and promotional content.

S@Y News/Radio

Reporter / Intern

September 2024 – April 2025

- Produce and deliver weekly newscasts, gaining hands-on experience in radio journalism.
- Engage in planning and execution of radio broadcasts, honing skills in news writing, on-air reporting, and sound editing.
- Conduct thorough research on economic reports, market trends, and consumer complaints to develop engaging, accessible content.

Seneca Polytechnic

Technical Assistant

September 2024 – Present

- Manage broadcasting equipment and technical operations for live events and recordings.
- Provided technical support using Pro Tools for audio editing, supporting production skills.
- Serve as director and editor for class broadcasts, utilizing DJERO, VMIX, and LiveU to deliver high-quality results.

Friskyfool Studios

Video Editor/Designer

July 2022 - November 2024

- Developed multiple UEFN and Unreal Engine projects, ensuring high-quality delivery.
- Designed custom maps and levels for various game genres, emphasizing gameplay and user experience.
- Edited video assets and animations for in-game and promotional purposes.

Languages

English Hindi Punjabi French

Personal Attributes

- Detail-oriented, with a strong ability to adapt to new challenges.
- Capable of working independently or as part of a team, demonstrating initiative and interpersonal skills.
- Strong critical-thinking and problem-solving skills, with the ability to meet tight deadlines.
- Open to feedback, committed to continuous learning and improvement.