

Reid Schuessler

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Education

West Virginia University

September 2023-December 2026

Bachelors for Game Design and Interactive Media

GPA 3.3

Skills

Software: Photoshop, Illustrator, Premiere, Audition, Maya, and Blender

Programming: HTML5, CSS, jQuery, JavaScript, Python, Microsoft Power Apps, Microsoft365

Equipment: Black Magic Camera, Boom mic, Soft Box Lights

Club/Projects

West Virginia University - Screen Writing 101

August 2025 – December 2025

Janitorial Duties - Screenplay

- Dissected and discussed standard screenplay formatting and story progression for film
- Learned to take real world experience and emotions to bring more depth into the script
- Held peer reviews throughout the semester which resulted in a final polished third revision

West Virginia University – Game Design Classes

September 2023-December 2024

Video Game Design - Creator

- Planned out, sketched concept art, and mapped level scenes to create foundation for in game design
- 3D modeled and animated character models in Blender for a third person game
- Revamped retro game with new premises, and design
- Created various 2D style games using genres like point and click, platforming, and visual novel

West Virginia University Film Club – Vice President

September 2023-May 2024

I Have No Spoon and I Must Eat – Co-Director, Storyboarder, Writer

March 2024

Location: Morgantown, WV and Waynesburg, PA

- Collaborated with crew to brainstorm, write the script, and complete the film within 48 hours
- Co-directed film with emphasis on pacing, lighting, camera direction, music composition
- Led read-throughs with actors one-on-one and broke down the blocking and emotions of the scenes
- Sketched detailed storyboard for film that improved crew's comprehension of the script and assisted in directing the scenes
- Incorporated abrupt, chaotic shots to lead between main points of the story

Undisclosed Location – Storyboarder, Acting, Visualization

October 2023

Location: Washington D.C.

- Interpreted script and created a storyboard for each shot, which ensured pacing of the film and a consistent rhythm
- Mentored crew to increase knowledge of camera directions, ensure proper equipment use, and helped direct scene reshoots
- Collaborated with crew to create short film under strict time constraint of 48 hours in an unfamiliar location with limited resources
- Presented successes and challenges that the crew encountered during the filming process

Awards

- MTN Craft Film Festival: Audience Choice Award – I Have No Spoon and I Must Eat
- WVU Short Film Festival: Best Student Work – I Have No Spoon and I Must Eat

October 2024

April 2024