

Shane Thin

1701 College Ave, Box 1784
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Communication and digital studies, audio and video, technical skills

EXPERIENCE

Barnes & Noble Bookstore, Alexandria & Fredericksburg— Bookseller

June 2018 - Present

As a bookseller at BN, I worked directly with customers to help them find products, place orders, and answer any questions they had, allowing me to develop thorough retail and customer service experience. I achieved over 40 BN memberships sold within my first two months. Gained experience handling money and pitching sales.

University of Mary Washington Bookstore, Fredericksburg — Student Employee

October 2017 - May 2018

I frequently worked the customer service counter, where I handled all aspects of customer care. In the textbooks department, I pulled books for orders and managing new book arrivals.

Cue Recording Studio, Falls Church — Intern

May 2015 - June 2015

I interned at Cue's for about five weeks while participating in the APS Prime Program. I assisted with several tasks around the suite and worked the front desk. I also had the opportunity to sit in on recording sessions and study audio engineering skills.

EDUCATION

University of Mary Washington Undergrad, Fredericksburg — Communications and Digital Studies

August 2016 - May 2020 (projected)

I currently study for a bachelor's degree in communications and digital studies with a minor in data science. Most of my courses are oriented around public speaking, presentation, and argumentation, however, I also take multimedia oriented classes to enhance my knowledge on audio and video production, in addition to other technical skills

SKILLS

Customer Service

Public Speaking

Python

MS Office

Audio Production

1. Logic Pro X

Video Editing

1. Final Cut Pro
2. Motion

LANGUAGES

English (Fluent) - Written & Spoken skills

Burmese (Fluent) - Spoken skills

Chinese (Basic) - written skills

PROJECTS

Consumed (Student Film) — *George Mason University Student Film Group*

November 2017 - April 2018

I collaborated with the GMU Student Film Group from November 2017 to April 2018 to compose a musical score for their horror film project, titled 'Consumed.' The student film was released to the public in September 2018.

UMW Virtual Reality: Let's Play (Video Series) — *University of Mary Washington Digital Media Studio*

February 2019 - Summer 2019

I was responsible for creating a segment for UMW digital media studio for a weekly livestream of content. I created a 'let's play' series of videos where volunteers played a virtual reality game. The series was aired on the weekly *Are We Live?* broadcast that aired on Tuesday nights.