RYAN ALEXIS SCHOUTEN

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Professional Summary

Detail-oriented Motion Picture Science student with strong experience in production technology, real-time workflows, and digital imaging. Skilled in Unreal Engine, virtual production, and Adobe Creative Suite, with additional knowledge in programming and image processing using C++, Python, MATLAB, and OpenCV. Proven ability to collaborate across creative and technical teams, manage complex project pipelines, and deliver polished results under tight deadlines. Adept at communicating technical concepts through scripts, lab reports, and on-set production documentation. Passionate about bridging filmmaking, engineering, and emerging technologies to support innovative storytelling.

Skills Summary

Video and Design Software: Adobe Premier Pro │ Adobe InDesign │ Adobe Photoshop | Unreal Engine | VAD workflow
Programming and Technical Skills: MATLAB | C++ | OpenCV | Python | Perforce
Communication: Script Writing | Production crew | IEEE-format Lab Reports | Producing | Project Management

Education

Bachelor of Science in Motion Picture Science │ Expected in May of 2027
Rochester Institute of Technology – Rochester, NY

- Dean's List (Fall 2023, Fall 2024)
- RIT Presidential Scholar
- 3.6 GPA
- Relevant Coursework: Production Process, Film Editing, Imaging Workflow, Color Workflow, Production Technology

Experience

Jump and Schout Therapy – Brea, CA
Administrative Assistant │ 01/2018 to 08/2024

- Maintained strict confidentiality and managed sensitive data with secure filing and documentation systems.
- Coordinated administrative tasks, such as reviewing insurance documentation and compiling patient records.
- Liaised between healthcare professionals and insurance companies to ensure accurate reimbursement.

Wildcat Television Broadcasting – Brea, CA
High School Broadcaster │ 08/2021 to 06/2023

- Executed live productions across multiple platforms.
- Collaborated with sources to deliver efficient news for the viewers.
- Maintained open lines of communication between departments, ensuring smooth collaboration across all stages of production.
- Volunteered time to work with small businesses to create a unique individual social media commercial.

Projects

Freshman Imaging Project – Rochester Institute of Technology- Fall 2023 – Spring 2024
- Designed and developed an imaging system addressing a specified problem over an academic year.
- Collaborated with a first-year team of 14 members across four sub-teams, including lighting, camera, systems, and building.
- Managed timelines for teams and coordinated team workflows using Gantt charts and organizational strategies.
- Delivered a fully functional imaging system and presented the project at Imagine RIT.

Student Producer – [The Writer's Room]- Rochester Institute of Technology – Spring 2025
- Produced a short film as a part of a student-led film project, overseeing budgeting, scheduling, and production logistics.
- Collaborated with a team of 15 students, including the director and cinematographer, to bring the project from pre-production through post.
- Managed casting, secured filming locations, and coordinated daily shoot schedules to ensure on-time completion.
- Facilitated communication between departments and maintained production timelines under tight academic deadlines.

Virtual Production - Rochester Institute of Technology – Fall 2025 - Spring 2026
- Built real-time 3D environments in Unreal Engine 5 for in-camera VFX
- Operated virtual production tools including nDisplay, DMX lighting control, and real-time rendering workflows
- Utilized camera tracking systems to sync physical and virtual cameras
- Implemented color management and LED wall optimization for accurate on-set visualization