

KIEREN HAY

V I D E O
P R O D U C E R

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C O N T A C T

Munich / Germany
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E D U C A T I O N

**Edinburgh Napier
University**
BA (Hons) Television
2019 – 2021

City of Glasgow College
HND TV Production
2016 – 2019

S O F T W A R E

- Adobe Premiere Pro
- Adobe After Effects
- Adobe Photoshop
- Adobe Audition
- DaVinci Resolve

S P E C I A L T I E S

- Conception
- Creative Writing
- Directing
- Motion Graphics

P R O F I L E

Video editor with a decade of experience crafting trailers, social content, and sizzle reels for some of gaming's biggest titles. Having worked across three major publishers: Funcom, Private Division, and Deep Silver. I bring a creative-first approach to every cut, from concept through delivery.

F E A T U R E D T I T L E S

No Rest for the Wicked · **Warhammer 40K: Dawn of War 4** · **The Outer Worlds: Spacer's Choice Edition** · **LEGO Party** · **Kingdom Come Deliverance 2** · **After Us**

E X P E R I E N C E

Deep Silver (Plaion) | Munich, Germany

Video Editor 2025 – Present

- Conceived and produced game trailers in close collaboration with developers and marketing.
- Create social assets with social media managers across multiple channels.
- Capture gameplay and marketing footage for trailers and b-roll.
- Script and edit sizzle reels for unannounced projects for third-party presentations.
- Produced versions for digital marketing.
- Contributed to major IPs including Warhammer 40K and Kingdom Come Deliverance franchises.

Private Division | Munich, Germany

Video Producer 2022 – 2025

- Conceived, developed, and produced game trailers alongside developers and marketing.
- Produced and delivered social assets for multiple game launches.
- Captured gameplay and marketing shots for trailers and b-roll.
- Scripted and edited sizzle reels for unannounced projects.

Funcom | Oslo, Norway

Video Editor 2021 – 2022

- Conceived and edited trailers and behind-the-scenes featurettes for marketing campaigns.
- Created fun, platform-native social content with the social media team.
- Directed production crews on behind-the-scenes shoots.
- Versioned assets for broadcast, digital, and social channels.

The Social Chain | Manchester, UK

Video Editor 2021

- Edited short social assets covering gaming news for Gamebyte and Fraghero.
- Coordinated with the lead editor on same-day turnaround videos.
- Developed pitches and ideas for new video series formats.