

Resume

Richard Peter Vega

Creative Director | AAA Game Marketing, Team Leadership, Editorial

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A powerhouse creative specializing in bridging the gap between AAA spectacle and indie agility. From world-class titles like VALORANT and Apex to indie darlings like Baldi's Basics +, I lead diverse teams to "achieve the impossible" within tight timelines. I take pride in a leadership style that empowers artists to take calculated risks while maintaining a unified, market-leading vision for every campaign.

AWARDS

CLIO Entertainment Awards – *The premier awards recognizing excellence in entertainment marketing.*

- Bronze Winner (2022): Editorial for Games, Audio/Visual Craft – **Valorant: Episode 3 Act II Kickoff**
- Bronze Winner (2022): Editorial for Games, Audio/Visual Craft – **Valorant: Episode 4 Act 1 Kickoff**

EXPERIENCE

Freelance Creative Lead | *Flip Creative Inc* | Los Angeles, CA

Sept 2024 – Current

- **Engineered Strategic Marketing Campaigns:** Developed high-impact promotional content and trailers that directly secured a feature film sale at the American Film Market (AFM).
- **Scaled Production Efficiency:** Mentored and trained junior video editors, expanding internal capabilities and optimizing project delivery timelines.
- **End-to-End Project Management:** Managed creative briefs and complex workflows between multiple vendors, driving projects from initial concept to final delivery.
- **On-Set Coordination:** Assisted in the direction and coordination of talent and various departments on feature-length film sets.

Associate Creative Director – Freelance | *gnet – Keywords* | Los Angeles, CA

Oct 2023 – Oct 2025

- **Developed High-Profile Creative:** Scripted and storyboarded 7 major game trailers—including *Call of Duty*, *Destiny*, and *Tales of the Shire*—transforming core concepts into trailers and winning pitch decks.
- **Visual Strategy:** Directed trailer visual aesthetics and scripted memorable scenes for capture teams and editors.
- **Creative Leadership:** Provided actionable, high-level feedback to editors, graphic designers, and directors to ensure brand alignment and overall trailer excellence.

Art Director | *Dark Burn Creative* | Los Angeles, CA

Oct 2023 – Oct 2025

- **Directed Large-Scale Operations:** Spearheaded creative direction for 4–6 major monthly projects for global titles like *Super Monkey Ball*, *Sonic Colors remastered*, and *Valorant*.
- **Cross-Functional Coordination:** Synchronized multiple departments to build assets and establish seamless workflow transitions.
- **Technical Constraint Management:** Developed visually stunning trailers while navigating complex technical requirements and tight delivery windows.

Senior Video Editor – *Dark Burn Creative* – Los Angeles, CA

June 2016 – Oct 2023

- **Editorial Strategy & Execution:** Pioneered the editorial strategy for over 200+ trailers for AAA franchises, including *Sonic the Hedgehog*, *League of Legends*, *Rocket League*, *Apex Legends*, *Fortnite*, and *Valorant*.
- **Award-Winning Impact:** Earned multiple Clio Awards in the same year for Editorial and VFX work that reached audiences of millions worldwide.
- **Production Lifecycle Leadership:** Managed all phases of trailer production, from pre-production to final finishing and international localization.

Video Editor on The Emmy-Award Winning "Studio City" | *Flip Creative Inc.* | Los Angeles, CA

Jul 2021 – Aug 2021

- Edited the digital drama series *Studio City*, which won two Daytime Emmy Awards in 2021, including "Outstanding Limited Series".

SKILLS

Creative Leadership: Creative Direction, Art Direction, Cross-functional Team Management, Team Skill Building, Visual Storytelling

Campaign Strategy: AAA Game Marketing, Brand Campaigns, Strategic Communication, Pitch Deck Creation

Project Management: Pre-production to Delivery Workflows, Agile Methodology, Timeline Management

Video Production: Video Editing, Trailer Production, Motion Graphics, 3D Engine Animation, In-game Capture, VFX Compositing

SOFTWARE & TOOLS

Video Editing: Adobe Premiere Pro, Final Cut Pro X & 7, DaVinci Resolve

Motion Graphics: Adobe After Effects, Adobe Photoshop, AI Prompting

3D Platforms: Unity, Unreal Engine, Blender

Collaboration Tools: Frame.io, Figma, Slack, Screenbinder

EDUCATION

Associate of Arts, Telecommunications – Pasadena City College – 2015

A.G.I.L.E. Certified – 2024

Final Cut Pro 7 Certification