

# Nathan Cutietta

## Degrees and Certificates

Bowling Green State University, PhD (A.B.D.)  
*Media and Communication*

John Carroll University, MA  
*Communication and Media*

University of Southern California, BS  
*Gerontology*

## Academic Experience

**University Of Texas at Austin.**  
*Faculty Advisor to KVRX and TSTV*  
*Video Producer at Bevo Productions*  
*Lecturer*

*May 2022- Present*

**Heidelberg University**  
*Assistant Professor of Media and Gaming*  
*Director of the Gaming, Esports and Media Center*  
*Director of the Media and Communication Center*

*June 2019-July 2021*  
*August 2013-June 2019*

- Created a video game production major and minor.
- Taught a 4/4 load of media and communication classes.
- When compared against university-wide teaching evaluations, my student evaluations were in the top 30% and often in the top 10%.
- Supervised all media internships for students focused in television, radio, film, and gaming.
- Advised students on research projects on topics such as perceived realism, narrative engagement, and agenda setting.
- Extensive recruiting through workshops, high school visits and public speaking.
- Helped to increase the number of Media and Communication majors by 86% from 2013-present.
- Oversaw applying for grant money along with private donations to build a new all-digital television and radio studio.
- Served on various committees every year, attended and organized recruitment events as well as providing assistance to the university marketing department when asked.
- Directed the student nightly newscast that included 7-10 on-location reporters.
- Taught SPSS, Adobe Premiere, After Effects, Photoshop, Gamemaker Studio 2, Unity, Rundown Creator, and Blender.

### **Courses taught**

- Introduction to Television Production
- Advanced Television Production
- Visual Communication
- Media Management
- Sports Broadcasting
- Digital Storytelling
- Introduction to Video Game Production
- Advanced Video Game Production
- Media Writing
- Advanced Media Writing
- News Production
- Audio Production
- Media and Culture
- Sight, Sound, and Motion

### **Professional Experience**

#### **WKYC (NBC Cleveland)**

*Creative Services Producer*

*June 2012 – August 2013 Full time*

*August 2013 - July 2015. Freelance*

- Oversaw production of Commercials, Promos, and other various productions.
- Oversaw a weekly half-hour television show.
- Oversaw all on-air promotion for the 11 pm news.
- Supervised a staff of up to 15 people during productions.
- Made sure that all production matched the NBC brand as well as the mission statement.
- Used Avid, Newsmaker, E.N.P.S., and Edius software as well as all production equipment that is necessary for studio and remote production.

#### **Orange Coast Productions (Santa Ana, California)**

*Producer*

*August 2007- June 2012*

- Oversaw television and DVD production of educational programming.
- Produced projects for Frederick Fennell, H. Robert Reynolds, Frank Ticheli, Midori and the Chicago Orchestra.
- Used Final Cut Pro, Photoshop and After Effects.

#### **University of California, Los Angeles**

*Freelance producer of television content*

*March 2010 - May 2012*

- Produced multiple educational programs for broadcast.
- Worked with the president's office to ensure brand quality.
- Produced two hour-long documentaries that highlighted notable people at UCLA.

- Oversaw all interviews, scheduling as well as staffing of various production jobs.
- Used Final Cut Pro, Photoshop and After Effects.

### **University of Southern California**

*Producer of web content*

*April 2009 - April 2011*

- Produced a weekly 3-minute production for use on the University web site.
- Directed talent and personally interviewed multiple people every week.
- Wrote and revised all scripts.
- Edited all material.
- Oversaw crew in charge of lighting, teleprompter and camerawork.

### **KCET (Former PBS affiliate in Los Angeles)**

*Freelance Director*

*June 2008- January 2011*

- Directed multiple hour-long programs for KCET.
- Worked directly with grant writing, researching, writing as well as editing.
- Wrote and revised all scripts.
- Edited all material.
- Oversaw crew in charge of lighting, teleprompter, and camerawork.

### **Swashbuckler Studios**

*Producer/ Director*

*June 2003-May 2008*

- Organized crew, staff, and artistic decisions.
- Served as head producer on a weekly national travel television show.
- Served as head producer on numerous commercials.
- Used Avid, Photoshop and After Effects.

### **E.S.P.N/ Disney (National)**

*Technical Director/ Camera*

*May 2003 – August 2003*

- Technical Director (TD) and Camera Operator for the 2003 X Games.

### **Fox Sports (National)**

*Technical Director/ Editor*

*August 2001 – July 2003*

- Responsible for live switching of European sporting events.
- Responsible for switching on a Grass Valley switcher and giving graphic cues, sound cues, commercial break cues, and satellite transmissions.
- Was also a promo editor putting together spots for sporting events.
- Used Avid, Final Cut Pro, Grass Valley Switcher as well as numerous pieces of equipment in a live broadcast.

### **KWBA (Warner Bros.-TV)**

*Creative Services Producer*

*August 1999 – May 2001*

- In charge of producing promos, commercials and specials.
- Edited on Avid, Photoshop and After Effects.

### **Jorgensen Productions**

*Producer/ Editor / Camera*

*November 1996 – August 1999*

-Supervised video projections for major events such as Award Dinners, Graduation Ceremonies, Operas, sporting events and more.

-Produced, shot and edited numerous productions such as commercials, infomercials, corporate videos and public relations videos.

### **Professional Accomplishments**

#### Publications

2019 Journal of Analog Game Studies *A Mental Model Approach to Deception in Single Player Games*

2018 Oxford Bibliographies *Narrative Engagement* (second author)

#### Presentations

##### **2020**

International Communication Association (ICA) Gold Coast, Australia: *Video Games of the Soviet Union: How the Soviet Union Modified the Media Messages in Video Games*

##### **2019**

2019 HYPE Lecture Series Heidelberg University: *Fake News, who is at risk and how to combat it.*

##### **2018**

2018 Popular Culture Association (PCA) Indianapolis IA: *How George Orwell's 1984 might have looked with Video Games as a Surveillance Tool*

2018 Ohio Communication Association (OCA): *Using Projection Mapping in Digital Storytelling, Persuasion, Health Communication and Speech*

##### **2017**

2017 Broadcast Education Association (BEA) National Conference, Las Vegas Nevada: *Narrative Elements in Video Games Realism's influence on Perceived Realism, Enjoyment and Transportation*

2017 International Communication Association (ICA) International Conference, San Diego California: *Identifying Flaws in a Short-Story Reduces Perceived Realism and Narrative Engagement*

2017 American Meteorological Society (AMS) National Conference, Kansas City, MO:  
*Weather Effects on Local Television Newscasts*

Awards

Merit award for outstanding service, Heidelberg University, (2015)

Skills

Gamemaker Studio Pro

Unity

Adobe Premier

Adobe Photoshop

Adobe Animate

Adobe After Effects

Lighting

Camerawork

Avid

Final Cut Pro

News directing/producing

**References Available Upon Request**