

Stephanie Rucci

COMMUNITY MANAGER

CONTACT DETAILS

Email: StephanieRucci@gmail.com

Portfolio: www.StephanieRucci.com

New York, NY

SKILLS

- ◆ Adobe Illustrator/Photoshop/Premiere Pro/After Effects/Lightroom
- ◆ JIRA ◆ WordPress ◆ Trello ◆ HootSuite ◆ Procreate ◆ Press Releases ◆ Advertising Campaigns ◆ Media Kits ◆ Public Speaking
- ◆ Content Analysis ◆ Hosting

EMPLOYMENT

GameStop

District Store Social Media Lead

October 2016 - August 2019

Sketchfab

Community Manager Intern

July 2016 - August 2016

Games for Change (G4C)

Assistant Social Media Coordinator

April 2015

"Faycrux"

Social Media Coordinator, Producer

October 2015 - May 2016

BronxNet

Reporter

June 2013 - October 2013

EXTRACURRICULARS

Game Developer Conference (GDC)

Conference Associate

March 2016 - March 2019

IndieCade

Volunteer

April 2016

EDUCATION

Iona College

*B.A. in Mass Communications
Concentration in Public Relations*

May 2017

EXPERIENCE

Community Management

- Gathered user feedback into digestible documentation for the development team at Sketchfab.
- Sought out and invited artists on platforms to join/post their work on Sketchfab.
- Upheld brand communication on forums and social media pages.
- Established and enforced deadlines to collect content from developers to share with the community on a consistent basis.
- Conducted interviews to gather data used in promotions and events.
- Improve SEO results to enhance the foot traffic to company forums.

Social Media

- Created social media posts and managed social media accounts for multiple stores throughout the district at GameStop.
- Searched for highlighted video game assets and 3D fan art on Sketchfab's website to promote on their Facebook and Twitter.
- Generated timely Twitter posts during live panels at G4C on a team of three other Community Managers.
- Created panel information for Twitter users unable to join the conference.
- Collaborated on Twitter social drafts with other community managers using Google Docs.

Content Marketing

- Developed a promotion plan that would monetize content and acquire revenue in for the team.
- Research funding opportunities for the development process through the use of social media.
- Created media kits for indie game development teams.

Technical

- Designed and implemented using Unity 3D.
- Shot and edited trailers for upcoming promotions and product sales using Final Cut Pro.
- Photographed video games and their developers for social media advertisements.
- Controlled the teleprompter operations during hour-long live shows.
- Write and record b-roll for final video production.