

# (SJ) Sean Newton

Professional Esports Caster/ShoutCaster/Observer  
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## PROFESSIONAL SUMMARY

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I started my career in Casting at Nicholls State University as a Radio Show Host. I then took those skills into the next position as Radio/Podcast Show Host with Coog Radio at University of Houston. While undergoing the Bachelor of Science: Game Design program at Full Sail University, I joined Full Sail Armada's Varsity Casting team where I would spend 2 - 6 hours per stream, commentating and managing Armada's stream on the Armada Twitch channel, alongside live commentating. After 2 years of Casting for Full Sail Armada, towards the end of my degree program, I was recruited by RLGC Europe for professional casting.

## SKILLS

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- OBS
- Video Production
- Broadcasting
- Audio Recording
- Live Video Streaming
- Twitch
- Live Broadcast
- Stream Labs
- Live Streaming
- Twitch Studios
- Voice Acting
- DaVinci Resolve

## EXPERIENCE

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**Professional Casting** January 2025 - January 2025  
*RLGC Europe- Orlando, FL*

- Grand Champion level Rocket League Casting
- Was the opening caster for one of RLGC Rocket League Tournaments
- Helped with training an upcoming caster on the team

**Varsity Shout-Caster** August 2022 - December 2024  
*Full Sail Armada Collegiate Esports- 3300 University Blvd, Winter Park, FL 32792*

- Casted for Full Sail's Collegiate Esports Team for over 2 years
- Casted over games like Rocket League, Valorant, League of Legends, and Super Smash Bros. Ultimate

**Radio/Podcast Show Host** August 2021 - December 2021  
*Coog Radio- Houston, TX*

- Organized Song Lists for the Show
- Had the highest viewed radio show during my time in this position
- Recorded Ads for University of Houston, that are still playing at the University to this very day

**Radio Show Host** November 2018 - November 2020  
*Nicholls State University- Thibodaux, Louisiana*

- Utilized my knowledge of technology to use MegaSeg to create my own song playlist for the show
- Learned how to control the sound board to prevent the audio from peaking
- Developed a skill in being extremely adaptable with guests

## EDUCATION

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**Bachelor of Science in Game Design (B.S.)** March 2025  
*Full Sail University, Winter Park FL*

During my degree program, I learned Unreal Engine 5, Atlassian Confluence, Jira, System Design, Level Design, Visual Scripting, and worked in teams to simulate a game studio-like setting. I also connected with the various clubs around campus to immerse myself in the Universities culture