

Kevin Larrabee

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<http://FitCast.Network>
<http://KevinLarrabee.com>
<http://BackinmyPlay.com>

EXPERIENCE

The FitCast Podcast, FitCast.Network — Creator/Host/Producer

April 2006 - PRESENT

Produce, edit and host one of the most popular fitness podcasts. Conduct interviews each episode. Over 400 episodes produced with 15,000+ weekly listeners. Named Best Fitness Podcast by Men's Health Magazine in 2015.

Back in My Play, BackinmyPlay.com Retro Video Game Podcast — Creator/Host/Producer

June 2013 - PRESENT

Started due to my passion for retro video games. Interviews are also a regular feature of the show. It has quickly built up a large audience and over 100 episodes have been produced.

Mike Boyle Strength and Conditioning, Woburn, MA — Strength Coach, Educational Content Producer, Educator

October 2009 - PRESENT

Help a wide demographic reach their fitness and performance goals from middle school athletes to the elderly population. Launched and managed multiple continuing education businesses.

Certified Functional Strength Coach, Woburn, MA — Co-Founder, Head of Content and Production, Educator, Support

October 2014 - PRESENT

Co-founded one of the fastest growing continuing education certifications in the fitness industry. Produced, filmed and edited all video content, wrote Level 1/2 manuals, handle organizing and scheduling of events and customer support.

EDUCATION

Keene State College, Keene, NH — BS, Health Science

August 2004 - September 2008

SKILLS

Extensive video editing experience in Adobe Premiere/Final Cut X

Extensive experience with audio editing in Adobe Premiere and Audacity

10+ years of experience interviewing people

Podcast production with over 500 episodes produced

Extensive knowledge of the video game industry including current trends, developers, publishers

Passions

Collaborating with others to create the best possible version of whatever we are working on.

Staying up to date with the latest video games and trends in the industry.

Learning more about the history of video games and the industry that paved the way for the games of today.

Producing content and sharing stories of creators and experts from various fields.