

FINN HORGAN

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US & Canadian Citizen · Ireland Stamp 1G

Education

M.Sc. Interactive Digital Media Trinity College Dublin · School of Computer Science & Statistics	2025
B.A. Psychology, Minor in Music University of Victoria	2021
Development Director University of Victoria ESports · Extracurricular	2020 – 2023

Work History

Video Producer & Technology Specialist MindWell-U · Victoria, BC · Remote	Jun 2021 – Present
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Own video production end-to-end for a mental health learning platform: **1,290 videos published, 110,392 views, 2.2M impressions, 34,000 paid subscribers, 8,112 watch hours**. Sustained a cadence of **five uploads a week for four years**.

- Produced, directed, and edited narrative, voiceover, and promotional video for the Take 5 app and the 30-day challenge; sourced stock footage and engineered audio for seamless playback.
- Produced the flagship long-form pieces, 1–2 weeks each, that drove **58% of all views**; holds the platform's single most-watched video (12,928 views) at a **55% average completion rate**.
- Edited **3,000+ Zoom class recordings**, prepped and stored for viewing on the MindWell site.
- Translated and proofed English to French, adding and editing video subtitles.
- Built **SendGrid email and SEO campaigns** and standalone sites for monthly programs.
- Ran Zoom tech support and directed instructors, keeping live classes **consistently on schedule**.
- Designed motion and static graphics for mental health topics and clinical content.
- Published and managed the full library across Vimeo, YouTube, the site backend, and the app.

Web Developer & Video Editor Freedom to Thrive, National Immigration Law Center · Los Angeles · Hybrid	Sept 2023 – Dec 2025
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Built and shipped the **Webby-nominated** Freedom to Thrive advocacy website, and produced its video and photo content.

- Programmed, built, and managed the site's CSS and story templating, cross-browser compatibility, and upkeep; wrote automation to pull and publish content on schedule.
 - Wrote a custom shortcode framework for uploading and displaying Podbean and self-hosted podcasts.
 - Produced, edited, and color corrected the campaign's culmination video, catalogued and cut from **4,000 loose assets** shot across Long Beach, Nashville, and Atlanta.
 - Ran on-site screen printing, producing shirts on which citizens described in one word what being an American meant to them.
 - Graphic designed every sign carried in the initiative, plus social media post mockups.
 - Proofed audio pieces, full episode transcripts, and general site QA.
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Digital Curatorial Assistant & Stage Manager

Jun 2024 – Aug 2024

INTO ACTION 2024 – TaskForce · Los Angeles & Chicago · Hybrid

Full-cycle role across curation, stage, and teardown for a 7-day festival drawing **10,000+ attendees** across **9,000 sq ft**, showing local Chicago artists alongside artists from **seven swing states**.

- Sourced and tracked **681 unique artists across 40 cities** (452 outreach emails); **120+ works exhibited, 149 valued at \$1,401,904**.
- Wrote custom **Google Apps Script** tooling to sort and retrieve submission data across linked metadata spreadsheets, with **access rules keeping artist personal data private** while surfacing working info.
- Built approval forms routing executive confirm/deny decisions back into a single sheet.
- Served as Stage Manager and Digital Engineer/Designer for the stage-room **LED display: 30 show segments** over 7 days, 26 with LED graphics specs, **84 talent**.
- Created performance animations with the design department to each artist's needs, including the stage visuals behind Rosario Dawson and Sarah Jones in conversation.
- Coordinated live sound and media playback between the gallery and stage room during events.
- After wrap, delivered media assets to performers and internal teams, coordinated return of borrowed gear, and oversaw breakdown and teardown.

Production Assistant

2022

NFL – Super Bowl LVI Owners Dinner · Los Angeles

Built and dressed the NFL Owners Dinner for the Rams' Super Bowl LVI run, headlined by an exclusive Chris Martin (Coldplay) performance with Drake and Justin Bieber in attendance.

- Built lighting rigs, organized green hedge installations, prepped and polished branded signage, and ironed backdrops to hit a broadcast-grade finish.
- Managed build spreadsheets, coordinated vendors and clients, and transported materials.
- Adjusted on the fly as resources ran thin and timelines shifted under a hard, high-security deadline.

Executive Assistant & Production Assistant

Apr 2019 – Jul 2019

WE RISE 2019 – TaskForce · Los Angeles · On-site

Mental health pop-up art gallery for LA County, built from the ground up in the Downtown Arts District. **26,300 general admission over 10 days** plus **1,855 students**, doubling daily attendance against a run half as long as the prior year.

- Supported the executive producer directly across every phase: construction, setup, technical support, teardown, and post-production logistics.
 - Coordinated site safety including **fire exit planning and fire marshal prep**; managed supply runs across the city.
 - Configured and troubleshoot **Raspberry Pi**-powered installations; managed display tech including TVs and lighting rigs such as a custom chandelier built from light poles; handled all on-site IT.
 - Restructured Google Drive folder architecture and carried inter-department communication.
 - Took on the post-event accounting: compiled all receipts and expenditures into organized spreadsheets for **legal review by the Los Angeles Attorney**.
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Production Assistant

Apr 2018 – Jul 2018

WE RISE 2018 – TaskForce · Los Angeles · On-site

The first WE RISE gallery, in a Downtown LA warehouse, featuring LA figures including Kobe Bryant. **26,596 general admission over 21 days** plus 1,358 students; **56,109 combined attendees across 2018–2019.**

- Took over as **Social Media Director** mid-production and created a custom **Snapchat filter that amassed over 200,000 views in a single day.**
- Built gallery walls, including the wall behind Kobe Bryant's featured piece; installed lighting and string lights.
- Learned to operate a scissor lift and implement fire safety standards; collaborated with **ARC**, a workforce re-entry program for formerly incarcerated individuals.
- Handled artist and vendor communication and organized installation schedules.
- Troubleshoot tech setups including a wireless display-to-TV streaming configuration.

Production Assistant

Dec 2017 – Jan 2018

INTO ACTION 2017 – TaskForce · Los Angeles

Volunteer entry point into the TaskForce production family.

- Built shelving and gallery fixtures; facilitated communication between executives and crew.
- Handled crew food and absorbed the complicated, time-consuming tasks that unblocked the build.

Additional Production Credits

Anti-Asian Hate Mural [Rosemead, CA](#)

2021

Created the full-scale digital mockup, scaling and triangulating dimensions, adjusting angles, and converting file formats for production accuracy. On site: operated a scissor lift, prepped and patched wall surface, quality-checked printed panels, and ran supply runs into the public reveal.

Jamal Khashoggi Installation [Hollywood, CA](#)

2021

One-day awareness piece staged in front of the Hollywood sign. Assisted with drone permitting, public information, and rig setup and strike.

LA vs Hate Mural [LA County Human Relations Commission](#)

2020

Unity mural against hate speech and crime, installed at the Carson Public Library. Arranged signage, built the mural, drilled into concrete to secure the installation, and procured materials and tools for construction and repair.

Safer at Work [Los Angeles Economic Council](#)

Nov 2019

Transported and delivered art pieces; supported general production duties.

Creative Collision [RIMO 360° Video-Call Device](#)

Jul 2016

Production assistant on the launch video: managed set, catering, deliverables, and talent; built and integrated tracking spreadsheets.

MedCircle [Los Angeles](#)

Jul 2016

Craft service and general PA duties; receipt and expense spreadsheet logistics; assisted on footage shoots.

Silverlake Conservatory of Music [Los Angeles](#)

Jul 2015

Music camp counselor.

Projects

Scuzzle

2024 – 2025

UE5 Puzzle Escape Room, Team of 5

- Produced and PM'd from concept to showcase: pitched the concept, stood up Perforce workflows, ran cross-discipline standups, and owned QA across UV, lighting, and physics.

The Grass Is Always Blue

2025

Twine / SugarCube Narrative IF

- Designed and shipped a branching narrative game with hidden-variable relationship tracking, a state machine driving multiple endings, and a custom CSS interface.

Swilsh Hoverboard

2025 – 2026

Solo UE5 Blueprint Prototype, GDC 2026

- Built a Blueprint physics hoverboard from concept to playable prototype as sole developer.