

Finn Horgan

Producer & Production Coordinator

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Summary

I'm a Producer with nine years in digital production across games, video, and interactive media. Experienced in coordinating cross-functional teams, streamlining pipelines, and keeping milestones on track through clear communication and organized asset flow. Psychology background and growing Unreal Engine 5 Blueprint practice. Seeking associate producer or production coordinator roles supporting collaborative, player-focused development.

Education

M.Sc. Interactive Digital Media

Trinity College Dublin

Sept 2024 – Aug 2025 (Expected) Dublin, Ireland

B.A. Psychology, Minor in Music

University of Victoria

Sept 2017 – Apr 2021 Victoria, Canada

Professional Experience

Content Producer / Video Editor / IT

MindwellU

Jul 2021 – Present Remote

- Produced instructional mental health videos and motion graphics; aligned video + web delivery with IT, coding, and marketing.
- Flagged recurring tech issues, coordinated fixes, and delivered steady output across parallel campaigns and tight timelines.

Web Developer / Media Producer

Freedom to Thrive, National Immigration Law Center

Sept 2023 – Dec 2024 Remote / Hybrid

- Lead developer for the flagship site in a custom Swift system; improved presentation and usability.
- Automated podcast publishing (single human step, reliable on-time releases) and built templates/tracking for smoother handoffs.

Digital Curatorial Assistant / Stage Manager

INTOACTION2024 – Taskforce / WeDriveAgency

May 2024 – Aug 2024 Chicago, USA

- Managed digital assets for large LED installs; created simple systems to process high volumes of artist data with AV and curators.
- Built a custom main-screen background when the contracted artist couldn't deliver; ensured accurate, on-time playback.

Event Production & Campaign Support

Various (LA vs Hate, We Rise, Into Action, Safer at Work)

2017 – 2021 Los Angeles, USA

- Assisted installs, builds, AV setup, and logistics; supported artists and producers with on-site fixes and safe, ready spaces.
- Solved last-minute technical/safety issues and kept schedules on track across large civic and cultural events.

Extracurricular

Volunteer Game Master

RDS Gamerfest Dublin

2025 Dublin, Ireland

Development Director

UVic Esports

2020 – 2023 Victoria, Canada

Class Representative

Trinity IDM / PostGrad Committee

2024 – 2025 Dublin, Ireland

Strengths

Game Development

- Unreal Engine 5
- Blueprint Scripting
- Level Design
- Environment & Lighting
- Perforce / Revision Control

Creative / Media

- Narrative Design
- Video Editing
- Motion Graphics
- Audio Implementation
- Texture & 3D Modeling

Technical

- HTML, JS, Swift
- Twine Scripting
- Processing / p5.js
- UI/UX for Games
- Backend Tools

Languages / Eligibility

English (Native)

French (Fluent)



American & Canadian Citizen
Eligible to work in Ireland (Stamp 1G)