

Finn Horgan

Producer

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Summary

Producer owning content and digital products end-to-end across video, web platforms, and live events, from events drawing **56K+ attendees** to platforms serving **78K subscribers**. I drive cross-functional teams, lock deliverables, and build the systems that keep delivery seamless when problems hit. Credits include a **Webby-nominated** platform and a UE5 escape room I produced and PM'd with a team of five.

Professional Experience

Content Producer

MindWell-U

Jun 2021 – Present Remote

- Owned video production end-to-end, publishing **1,290 videos** solo at **five a week** across Vimeo, YouTube, Zoom, and the app.
- Produced the flagship long-form pieces, 1–2 weeks each, that drove **58% of all views**; **110K views** and **2.2M impressions** total.

Web Developer & QA

Freedom to Thrive, NILC

Sept 2023 – Dec 2025 Remote

- Built and shipped the **Webby-nominated** Freedom to Thrive advocacy website; ran QA through launch, edited and organized its video content, and cleared accessibility compliance at release.

Associate Producer

INTOACTION 2024 – TaskForce

Jun 2024 – Aug 2024 Chicago, USA

- Recruited **680+ artists across 40 cities** and built the intake, valuation, and stage-programming systems for a 7-day festival drawing **10,000+ attendees**; ran intake for 120 exhibited works valued at \$1.4M and programmed 30 stage segments.

Producer

LA vs Hate, We Rise, Into Action

Contract / Freelance · 2017 – 2021 Los Angeles, USA

- Produced AV, logistics, and on-site operations for WE RISE, LA County's mental health arts campaign: **56K+ attendees across 2018–2019**, with 2019 doubling daily attendance on a run half as long.
- Created the campaign's Snapchat AR filter, reaching **200K+ views**.

Game Projects

Scuzzle

UE5 Puzzle Escape – Team of 5

2024 – 2025

- Produced and PM'd a 5-person UE5 escape room 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

Twine / SugarCube Narrative IF

2025

- 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

Solo UE5 Blueprint Prototype – GDC 2026

2025 – 2026

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

Strengths

Production

- End-to-End Production
- Pipeline Management
- Content Strategy
- Production Planning

Creative

- Narrative Design
- Cross-functional Teams
- Audio Implementation
- UI/UX

Technical

- HTML, JS, Swift
- UE5 / Blueprint
- Processing / p5.js

Languages

English (Native) · French (Fluent)
US & Canadian Citizen · Ireland Stamp 1G

Education

M.Sc. Interactive Digital Media
School of Computer Science & Statistics

Trinity College Dublin 2025

B.A. Psychology, Minor in Music

University of Victoria 2021