

Jack Irvine

Portfolio Website - jackirvine.com

WORK EXPERIENCE

Art Lead
2021

Zygodot Studios

- Modeled, Rigged and Developed character and prop assets in Blender for Unreal Engine
- Developed art production pipeline for importing and implementation of assets
- Managed project and production schedule, resource allocation and timelines

Social Media & Marketing Creative
2019

Something Massive

- Developed promotions for community engagement campaigns
- Captured photography and video content for social platforms
- Researched and presented competitor campaign analyses
- Ideated and presented creative campaign executions
- Designed video, photo, and graphic assets for multiple platforms

Creative & Account Director
2019 - 2020

Circle Advertising (student agency)

- Led a multi-disciplinary team in creating integrated media and advertising campaigns and creative assets
- Led research for creative brief, including brand guidelines and visual tone
- Oversaw development of brand and commercial videos, print ads, website and experiential executions
- Created and animated motion graphics for client presentation
- Managed project and production schedule, resource allocation and timelines
- Researched, wrote, and edited campaign copy

Design & Marketing Coordinator
2017 - 2019

Chapman University

- Created communication materials for the Office of Student Engagement
- Designed print and digital assets - fliers, logos, posters, and brochures
- Worked with multiple, large teams to deliver large-scale creative works
- Developed motion graphics for social media videos

Social Media Brand Manager
2017

Spinmaster Games

- Created content and community engagement campaigns for social media
- Coordinated and conducted product photography shoots, focus groups, and brainstorming sessions
- Researched, wrote, and presented competitive analyses

EDUCATION

Full Sail University
M.S. September 2021

Game Design

Study of user experience research, design and production of game development, specializing in evaluating and elevating products through development of art assets and strategic, research driven insights.

Chapman University
Dodge College of Film & Media Arts
B.A. May 2020
Cum Laude

Advertising & Public Relations - Major Game Development & Design - Minor

Study of principles and practice of advertising, marketing and public relations with a concentration in emerging interactive media platforms, with studies in game development, animation and design.

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 Los Angeles, CA

CAREER GOALS

Thorough, team-focused professional with experience in marketing, game development and production. Jack is passionate about how people tell and share stories through games and is looking to elevate these experiences through meaningful engagement. He's seeking a position in games where he can work with a driven group to deliver inclusive, innovative content that makes better spaces for the people who make and play games.

KEY PROFICIENCIES

Production Tools

- Excel/Google Sheets
- Trello/Asana
- Microsoft Project/Jira

Creative Skills

- Copy writing
- Photography
- Videography & Editing
- Focus Groups and Research
- Blender & Unreal Engine

Adobe Suite

- Photoshop
- Illustrator
- InDesign
- After Effects

AWARDS & ORGS

2020
National Student Advertising Competition
National Finalist & Best Presenter

2020
Chapman Innovation Grants
Interactive Game Development

2019
Chapman Game Dev Club
2020 - President
2019 - Marketing Chair

2018
American Advertising Federation
Mass Transit Advertising - Silver ADDY