

Bernard O'Rourke

Dundalk, Co Louth

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ABOUT ME

I recently completed a Master of Science in Games and Extended Reality at Dundalk Institute of Technology and am excited for the next step in my career in technology. I have a keen interest in emerging technologies and how they can be used to share information to tell unique stories. I am an adept communicator who can deliver information in a clear and accurate manner. I have experience in creative direction with crafting projects and strategy, from written articles to film production, turning ideas into reality in the form of campaigns, logos, and marketing collateral. I think this role will allow me to utilise my experience and education in computer science, as well as allowing me to differentiate myself with my other skills.

EXPERIENCE

Intern (Work Placement)

Jun 2022 – Aug 2022

Mersus Technologies

Athlone, Co. Westmeath



Providing services for virtual reality, video production, animation production, product visualisation, and virtual tours, as well as creating authentic simulations for immersive learning to mirror the real-world process or device assembly.

- Had hands-on experience in Project Management, Agile Methodologies, and the planning and development process for VR experiences using Unity software

Marketing Manager

Jun 2016 – Dec 2020

MART Gallery and Studios

Rathmines, Dublin 6



An artist-led arts organisation that provides sustainable creative art studios and promote contemporary visual art through an engaging curatorial programme, to local and international audiences.

- Updated and maintained the company website and managed their social media platforms
- Organised and managed events such as exhibition openings, talks and workshops, and documented exhibitions
- Created and sent newsletters, and managed print media advertisements, as well as produced the written, photo and video marketing content

Marketing Manager

Oct 2018 – Aug 2019

CIACLA - Contemporary Irish Arts Centre Los Angeles

Santa Monica, CA, United States



A non-profit arts organization that promotes contemporary Irish culture and supports local communities through a multidisciplinary diverse programme in collaboration with local and international cultural partnerships.

- Co-ordinated the marketing campaign for the launch of a new brand
- Built up a social media following and established a network of contacts
- Provided support for the pilot programme of an arts initiative which ran from June to September 2019
- Organised a promotional campaign for a large slate of events (art, theatre, film, literature) and tracked engagement, ticket sales and audience feedback

Freelance Journalist and Filmmaker

May 2012 – Jan 2019

Work featured in national and international publications including: RTÉ, CineEuropa, GoldenPlec, HeadStuff, IrishCentral, Irish Independent, Magill, The Visual Artists' News Sheet, and Totally Dublin.

- Self-directed work, pitching articles and working to tight deadlines, with a focus on Art, Film, Music, and Culture
- Researched and produced news content for political news and commentary website, often accompanied by images, videos, hyperlinks and other multimedia content which I was responsible for sourcing.
- Reviewed albums, gigs, and interviewed musicians as well as proofed content, updated website, moderated social media, produced video content and was part of the crew for a web-based magazine show.
- Frequently involved in-depth research and thorough understanding of Irish politics, and sub-edited content produced by others to check for errors, accuracy, as well as integrating additional related content.

TECHNICAL SKILLS

Programming: C++ and C# (including the use of OOP) with experience in Java and HTML

Relevant Software:

- Audacity - digital audio editor and recording application software
- Blender - 3D computer graphics software tool set
- DaVinci Resolve - colour grading and correction, visual effects, audio post-production video editing application
- Final Cut Pro - professional non-linear video-editing application
- GitHub - internet hosting service for software development and version control using Git
- Adobe InDesign - desktop publishing and page layout designing software
- Adobe Illustrator - vector graphics editor and design program
- Adobe Premiere Pro - timeline-based and non-linear video editing software application
- REAPER - digital audio workstation and MIDI sequencer software
- Unity - platform for creating and operating interactive, real-time 3D (RT3D) content
- Unreal Engine - 3D computer graphics game engine

Digital Marketing Software: SEO Optimization for web, WordPress CMS, Mail Chimp, Constant Contact, SendInBlue, Google Analytics and AdWords, Facebook Analytics and Ad Manager, Hootsuite, Co-Schedule.

Other Software:

- Adobe Suite including Photoshop and more
- Microsoft Office - Excel, Outlook, PowerPoint, Word

EDUCATION & QUALIFICATIONS

M.Sc. in Games and Extended Reality (QQI Level 9)

Results: First Class Honours

Dundalk Institute of Technology

Sep 2021 – Dec 2022

Key Modules: 3D Animation & Game Engine Pipeline, Data Analytics, Maths for Computer Graphics, Narrative Design, Rich Media Product Production, Software Engineering, Sound Design, User Experience Design in Immersive Tech

Dissertation: "So it Goes: An Investigating into Choice-Based Narrative in an Interactive Medium"

Certificate in Film Production

Filmbase

Apr 2016 – Jun 2016

Key Modules: Cinematography, DSLR Filmmaking, Non-Linear Editing, Production Strategy, Script Writing

M.A. in Journalism (QQI Level 9)

Results: First Class Honours

Technological University Dublin

Sep 2010 – Aug 2011

Key Modules: Ethics in Journalism, Information Technology for New Media, Investigative Journalism, Media Law, Print Media Production

Dissertation: "New Ways to Break the News: A Study into the Presentation of News Content by the Irish Times Newspaper on its Website, Irishtimes.com"

B.A. in English and Philosophy (QQI Level 8)

Results: 2:1

Maynooth University

Sep 2007 – May 2010

Key Modules:

Critical Theory and Research, Film Studies, Modernism, Philosophy into Fiction, Philosophy of Religion, Postmodern Writing and Culture

ACHIEVEMENTS

- Short fiction and poetry published in: The Tangerine, Queen Mob's Teahouse, The Honest Ulsterman, The Bohemyth, The Irish Literary Review, and Wordlegs
- Short film work shortlisted for Ó Bhéal Poetry Film Prize (2017 and 2019)
- Associate Producer on the documentary feature film *What Is Going to Happen Next* (2021) which was shown at festivals including Barcelona International Film Festival, International Filmmaker Festival of New York, Kerry International Film Festival, London Arthouse Film Festival, and Silicon Beach Film Festival.