

# JORDAN DOYLE

Editor / VFX / Gamedev

📍 Haverhill, Suffolk

☎ 07532832296

✉ morphgirlgame@gmail.com

🌐 jordandoyle.netlify.com/

🐦 twitter.com/DoylJordan

## Summary

- Independent game developer, freelance video editor, and first-class Media BA (Hons) graduate.
- Experience working in post-production, filming on set, in a television studio, and digital marketing.
- Formally educated in many facets of media production: television, radio, film, animation, visual effects, and game development.
- Dedicated, with a proven aptitude for working under intense pressure, handling multiple projects at once, and meeting deadlines.
- Passionate, skilled, meticulous. Eager to work and further immerse myself within the industry.

## Skills

### Microsoft Office



Word, Excel, PowerPoint, Publisher, Access, and Outlook.

### Adobe Premiere



Fluent with Premiere and DaVinci Resolve, but some experience using Final Cut.

### Adobe After Effects



Alternatively, some experience using Fusion and HitFilm Express.

### Blender



Alternatively, some experience using 3DS Max, Cinema 4D, and Element 3D.

### Adobe Photoshop



Well-versed in Photoshop, with some experience using Adobe Illustrator.

## Interests

- Gaming / Game development.
- Film / Filmmaking.
- Animation.

## References

Available on request.

## Professional Experience

2019 - 2020

### Video Editor / Lead QA Tester

#### D'Avekki Studios Limited

- Worked with renowned FMV game developer D'Avekki Studios on the acclaimed interactive TV series *Dark Nights With Poe & Munro* for [Steam](#), PS4, Xbox One and Nintendo Switch. While initially contracted to video edit for the studio, I would become involved in almost every aspect of the game's development.
  - Responsible for the bulk of the video-editing, sound mixing, and colour grading for the game's 5 hours of edited video footage,
  - Acted as lead QA tester for all 6 episodes in *Dark Nights With Poe & Munro*. Started testing the initial and earliest builds of the game, but would continue to provide QA support right up until release.
  - Assisted in the production of animated logo bumpers and visual effects. I was also consulted on the implementation of game mechanics, marketing strategies, and creative decisions.

2017 - 2019

### Game Developer / Video Editor

#### Self-Employed

- Independently developed an FMV game for sale on [Steam](#) and [Itch.io](#). Responsible for all facets of its production, promotion, and post-release technical support. Alongside *Morph Girl's* commercial release, I would also supplement game development with freelance video-editing work.
  - Filmed, edited, programmed, marketed, and sold a ~90 minute interactive movie, releasing to positive reception and notable online coverage.
  - Offered editing and post-production services to customers on freelancing platforms such as Fiverr and Upwork, necessitating the use of Adobe Premiere, After Effects and more.

2016 - 2016

### Production Assistant

#### Trinity Vision

- Worked in a team of 12 within Leeds Trinity's in-house production company over 6 weeks. Assisted in the production of deliverable media for various clients and events (e.g. [MeCCSA](#), [LTU Media Festival](#)), requiring regular use of the TV studio, filmmaking equipment, and post-production software.
  - Assistant to the production coordinator and director of Trinity Vision, regularly acting as a liaison for visiting clients.
  - Hosted and facilitated a large-scale event of high-profile speakers, notably responsible for vision mixing, the creation of associated visual aids, motion graphics, and 3D animation.
  - Aided in the production of promotional video and marketing materials.

## Education

2014 - 2017

### Media BA (Hons)

#### Leeds Trinity University

1st Class Honours

Modules completed include: Television Production, Script to Screen, Advanced Short Film Production, Radio Production, and Visual Branding.

2011 - 2013

### A Level

#### Castle Manor Academy

BTEC Level 3 Subsidiary Diploma in Media - Distinction

GCE Extended Project - A

GCE English Language - C

GCE Applied ICT - C

2008 - 2011

### GCSE

#### Castle Manor Academy

9 A-C grades, includes Maths, English, ICT, and Media.