

# curriculum vitae \_\_\_\_\_ 2023.

CONOR KEOGH



### About

My name is Conor Keogh. I'm a passionate 25-year-old with a deep love for creativity and technology. My journey has led me to the fascinating realm of Unreal Engine, where I merge my expertise in fine art and digital art to craft immersive experiences.

I pursued my education in Fine Art Media, at the National College of Art and Design (NCAD), Dublin. Where I honed my skills in various artistic mediums and explored the possibilities offered by digital technology. The convergence of art and technology sparked my interest in the gaming industry, inspiring me to dive headfirst into the world of game development.

📍 Dublin, Ireland

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### Software

Adobe Illustrator	Adobe Photoshop	Adobe Premiere Pro	Adobe After Effects
Substance Painter	Adobe InDesign	RenderDoc	TouchDesigner
ZBrush	Unreal Engine	Cinema4D	Blender
Substance Designer	Maya	Plastic SCM	Python

### Experience

- Algorithm Productions, Dublin Ireland, Generalist (Internship & Part-Time)**  
2019-2021
- Algorithm Productions, Dublin Ireland, Technical Artist (Full-Time)**  
2021 - December 2023

### Experience Description

- Purple XR, Cork - Led VR workshop with Algorithm. (Aug 2023) & (November 2023)
- Shader creation, PBR materials, advanced materials & animated materials.
- Niagara scripting, interactive Niagara systems, & VFX.
- Plastic SCM version control.
- Interactive audio systems using spatialized audio.
- Building environments & assets for environments.
- Optimizing scenes & assets.
- Developing pipelines for asset creation, asset integration & efficient workflow.
- Lighting and post-process effects.
- Blueprint scripting.
- Integrating animation into scenes.
- Asset integration and management, making sure everything is imported correctly and organized.
- Rendering (render movie queue).
- Sequencers.
- Troubleshooting and technical support for artists, lighting, rendering, performance, asset integration, etc.
- Tool creation using Python and blueprint widget editors.
- Meta Quest Virtual Reality development in Unreal Engine
- Augmented Reality Development in Unity (iOS & Android)
- Developing 360, high resolution content in Unreal Engine.

### Education

- Carlow Institute of Further Education (CIFE)**  
Graphic & Product Design 2016-2017
- National College of Art and Design (NCAD)**  
Bachelor of Fine Arts (BFA), Fine Art Media 2017 - 2021
- Escape Studios, Lighting in Unreal Engine**  
20th March 2021
- Skills Connect, Virtual Production Bootcamp**  
Mavrix Studios Dublin, April 22nd - April 29th 2022

### Education & Personal Study

- Unreal Engine 5, Learn C++ for Game Development, Stephen Ulibarri, Udemy.
- Unreal Engine 5, C++ The Ultimate Game Developer, Stephen Ulibarri, Udemy.
- Unreal Engine Blueprints, The Ultimate Developer Course, Stephen Ulibarri, Udemy.
- Unreal Engine 5: One Course Solution for Niagara VFX, Vince Petrelli, Udemy.
- Procedural environment building, Modelling & Rigging.
- Studying HLSL & GLSL.
- Familiar with Python, currently learning to write Python efficiently.
- Math for game development, dot product, linear interpolation, sine & cosine, and texture coordinate manipulation.

### References

References available on request.

# thank you.