

MG Irvine

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EDUCATION

Rochester Institute of Technology (RIT)

Expected May 2025

Bachelor of Science, Game Design and Development (GDD)

GPA: 3.88

Relevant Coursework:

- Game Graphics Programming (C, DirectX11)
- Web App Dev (HTML, CSS, JavaScript, Node.js, TypeScript)
- Data Structures & Algorithms in Games and Simulations
- 2D & 3D Animation & Asset Production
- XR Asset Production
- Creative Programming & Algorithmic Art

SKILLS

Programming Languages: C#, C, C++, Java, JavaScript, Python, HTML, CSS, Processing, Arduino

Frameworks & APIs: React, RESTful APIs, OpenGL, DirectX11, GUIs

Tools and Software: Unity, Unreal Engine, Godot, MonoGame, Visual Studio, Git/Github, Autodesk Maya, Blender, ZBrush, NeRF Capture, Adobe Creative Suite (Photoshop, Illustrator, Animate, Substance Painter), Procreate, Piskel, Miro, Axure, Google Tools, Microsoft Office, Slack, Trello, Discord

Skills: Debugging, Prototyping, 3D Modeling, UV Unwrapping, Texturing, Storyboarding, XR design, Physical Computing, Playtesting, Level Design, Documentation, Collaboration, Communication, Client Negotiation

EXPERIENCE

Alumni Teaching Artist

Urban Arts Partnership — New York, NY • Hybrid

Jun 2021 - Present

- Facilitated a pre-college game design program introducing high school students to Unity, C#, Piskel, BandLab, and computational thinking.
- Lectured on game design fundamentals; guided students through collaborative project development.

Lead Artist (Entrepreneurial Co-op)

RIT School of Interactive Games & Media — Rochester, NY

May 2024 - Aug 2024

- Developed 3D characters, environments, and concept art for a narrative-driven peacebuilding game.
- Directed the visual style, managed the asset pipeline, and ensured naming/organization standards.

Teaching Assistant - 2D & 3D Animation and Asset Production

Rochester Institute of Technology — Rochester, NY

Aug 2022 - Dec 2024

- Supported students in creating cohesive 2D and 3D games assets.
- Provided technical guidance and feedback on reskinning platformers & building 3D models and scenes.

PROJECTS

PEACELAND — Lead Artist

May 2024 - Aug 2024

Narrative RPG exploring memory and peacebuilding in a post-conflict setting. (*Maya, Procreate, Adobe Photoshop & Substance Painter, Unity*)

- Led the art team through concept, design, and development phases; created concept art, 3D assets, and integrated visuals in Unity.
- Collaborated with interdisciplinary teams to build a cohesive, immersive gameplay experience.

BUG BOX — Artist & Developer

Aug 2024 - Dec 2024

AR virtual bug farm simulating insect life in a digital garden. (*Unity (C#), Looking Glass Portrait Holographic Display, Maya, Substance Painter*)

- Modeled, textured, rigged, and animated several stylized insects.
- Developed bug AI with omnidirectional pathfinding, dynamic interaction systems, and customizable player-facing UI.

KIWI KAPTAIN — Team Lead, Developer & Artist

Jan 2024 - May 2024

2D eat-and-grow game about scavenging fruit as a pirate kiwi bird to avoid scurvy. (*Procreate, Unity (C#)*)

- Designed sprites, levels, and gameplay systems; implemented player movement, collisions, and core logic.
- Managed team organization, production plans, and builds for a prototype multiplayer game.

BLINK — Artist & Developer

Jan 2022 - May 2022

Puzzle-horror game focused on managing limited light to avoid enemies and solve environmental challenges. (*MonoGame (C#), Visual Studio, Procreate, Google Tools*)

- Designed characters, levels, and game flow focused on light-based puzzle mechanics.
- Programmed object interactions and player controls; created 2D sprites and animations.

INBODY — Project Manager

Dec 2020 - Jun 2021

Puzzle-platformer about mental health & self-care. (*Unity, Procreate, Photoshop*)

- Led team planning, scheduling, and communication over a 7-month timeline.
- Wrote design documentation and production plans to guide team alignment and scope.
- Created visual assets including sprite sheets, animations, and level designs.