


DETAILS

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 Melbourne, VIC

EDUCATION

BACHELOR OF ANIMATION
SAE Institute Melbourne
2021 - 2023 May

SOFTWARE

TECHNICAL

- Premiere Pro
- Photoshop
- Indesign
- Unity
- Unreal Engine 4
- Live 2D Cubism
- Aseprite
- Medibang Paint
- Autodesk Sketchbook

MANAGEMENT

- Github
- Trello
- Hack n Plan
- Jira Software
- Click Up
- Notion
- Google Workspace
- Miro Board

Irini Melas

Creative Director ♦ 2D Generalist

PROFESSIONAL SUMMARY

Specializing in creative direction, marketing, content creation, and 2D mediums for games & animation, based in Melbourne CBD! Completed Bachelor of Animation at SAE Institute May 2023, confident in ability to develop, animate & design. With 5 years of experience developing & designing narrative driven media, I'm committed to creating engaging & innovative media that makes an impact!

EXPERIENCE

FOODOMINA ▪ 2022-Present

Creative Director ▪ *Social Media Manager* ▪ *Animator*

Sci-fi Food Themed RPG directed by Irini with a team of 3, developed bug free Narrative Playtesting Prototype & still under further development.

- Directed creative vision & production of Narrative Prototype with an engrossing narrative, characters, art style and soundtrack.
- Facilitated and hosted weekly virtual meetings, establishing a culture of trust and efficiently delegating tasks to team members across all departments.
- Curated content across 4 social channels, ensuring a cohesive brand identity, resulting in a 37% CTR for Linktree Domain & over 2000 Instagram followers.
- Conceptualized and designed 4 unique 2D environments & characters including, 65 pixel game animations and 5 animated cinematic illustrations.

NIMI'S GIFT VR EXPERIENCE ▪ 2023 March - May

Creative Director ▪ *Producer* ▪ *Animator*

Calming 8 minute VR experience, including meditative box breathing exercises, developed by a team of 3 interns for the Liminal VR Platform.

- Creatively directed team of 3, including sfx & musical composition, UI, UX, VFX, character & environment design, and animation, to produce a refined calming VR experience, with a niche spiritual fantasy aesthetic.
- Constructed & enforced implementation of industry best practice methodology, allowing for an adaptable, collaborative team workflow that prevented new identified risks or conflicts.
- Composed and designed 15 unique particle systems demonstrating a diverse range of hypnotic and awe-inspiring visual effects through the experience.
- Developed animation library of 4 loop-able animations, supporting seamless animation transitions through experience progression.



KEY SKILLS

2D SKILLS

- Character Design
- Environment Design
- Level Design
- Brand Design
- 2D Animation
- Storyboarding
- Texturing
- UX & UI Design

CONTENT CREATION

- Video Editing
- Photo Editing
- Cinematography
- Storytelling
- Promotional Illustration
- Analytics Documentation
- Scheduling
- Curation

MANAGEMENT

- Team Management
- Task Management
- SCRUM Methodology
- Agile Methodology
- Task Delegation
- Strategic Thinking
- Team Building
- Conflict Resolution

References Upon Request

EXPERIENCE CONTINUED

FRIENDS WITH FEATHERS • 2022 Feb - May

2D Art Lead • Cinematographer • Video Editor

Short children's animation produced by a team of 11 students in 13 weeks, rendered in Unreal Engine 4.

- Developed 17 character concepts and 2 official designs for Friend's With Feathers Cast, leading to 5 fully-realized characters for the official storyboard.
- Produced storyboards with consistent style and total of 45 boards, accepted as the final official version with 100% team's approval within 1 week of timeline.
- Created cinematography for 3D animation in Unreal Engine 4, filming 30 unique shots with original lighting composition, producing stylistically dynamic visuals that articulate the narrative and themes playfully.
- Edited 30 shots and integrated VFX with 3D animations, in addition to mixing SFX to produce finalized and refined children's animation.

EXHIBITIONS, ACHIEVEMENTS & PROGRAMS

IGEA SMART PROGRAM • 2023 July-Dec

Interactive Games & Entertainment Association

- Coached and mentored by Industry Professionals to assist in development of leadership, narrative, business & managerial skill sets towards a successful career in Games.
- Working alongside Industry Professionals in shared office space. Attending personalized & catered mentoring sessions and mentor coordinator meetings.

PAX TOGETHER LOUNGE EXHIBITION • 2023

Foodomina Narrative Playtesting Prototype

- The team had the opportunity to design and host a charming & creative exhibition booth including 2 art books, cardboard cutout & stickers.
- Foodomina's bug-free Narrative Debut was transformed into an interactive, brand identifying booth, generating over 100 live players over 3 days hours and an average playtime of 30 minutes
- Collated detailed feedback from over 50 survey participants. Analysed & synthesised into comprehensive player data with actionable insights.

MAGNT EXIT ART EXHIBITION • 2020

Stuck At Home Children's Book

- Museum and Art Gallery of the Northern Territory (MAGNT), in partnership with the Northern Territory Department of Education, hosted EXIT ART to showcase art and design projects created by Stage 2 students from across the Northern Territory. Including original children's book addressing themes of the Pandemic & lockdown, by Iri Melas.
- Exhibition included interview offering insight into the creative development, research & inspirations for the children's story.