

## SKILLS

### Digital Media

- Content Creation
- Media Design
- Podcast Production
- Music Production
- Video Production
- Multimedia Art
- New Media Art
- Webpage Design

### Tools & Software

- Photoshop
- Illustrator
- Premiere Pro
- Twitch
- YouTube Live
- Discord
- OBS
- Microsoft Office
- Google Drive

### Programming

- C#
- C++
- Java
- Python
- Unity

### Volunteer Activities

- Student Code Coach
- Community Volunteer at Ryerson University

### Languages

- English
- French

## HOBBIES

### Video Games

- Enjoys playing a multitude of video games for the challenge and also for relaxation

### Music

- Enjoys listening, creating and writing music of differing genres

### Cooking

- Enjoys following recipes to create a meal and improve on my cooking ability

# JOREN ABAT

## DIGITAL MEDIA CONTENT CREATOR

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## ABOUT ME

I'm a recent graduate with a Bachelor's Degree in New Media focusing on Game Design, Development and Computational Media with more than 5 years of practical experience in video editing and online media. As a digital media creator who can bridge the creative and technical aspects of digital content, I enjoy merging my digital skills with innovative processes to create impact.

## EDUCATION

### BACHELOR OF FINE ARTS IN NEW MEDIA (BFA)

**Ryerson University, Faculty of Communication and Design, 2017 - 2021**

- Concentration in Computational Media
- Focus in Game Design, Programming and Transmedia Storytelling
- Graduated with distinction

## EXPERIENCE

### TECHNICAL PRODUCER & EXHIBITOR, NEW MEDIA META 2021

**Ryerson University | April 2021**

This three day virtual event showcased thesis work of various New Media graduate students in a virtual gallery space. Interviews were conducted and livestreamed on the website to give insight to the artist's work

- Worked as one of the major live event producers, using OBS to broadcast interviews live
- Exhibited my Thesis project [Kiralyst Cover Concert: Virtual Immersion](#)
- Coordinated with other producers to ensure that minimal issues arose

### CONTENT CREATOR & PARTNER & EDITOR

**YouTube & Twitch | April 2011 - Present**

Manages multiple YouTube channels of varying content: [KiralystMusic](#) & [Kira's Vtuber Clips](#)  
Additionally creates content and streams on Twitch: [Kiralyst](#)

- KiralystMusic focuses on music videos that I have created to support my hobby as a musical artist
- Kira's Vtuber Clips involves the editing of short form video of other content creator's livestreams into a digestible package
- Make use of software such as Premiere pro, After Effects, Photoshop, OBS, etc...

### FREELANCE DIGITAL MEDIA CONSULTANT

- Created Short form edited videos for multiple online Content Creators | 2021
- Created, Co-Hosted and the Main Editor for 20 episodes of [Gamer Time; the way home podcast](#) | 2019 - 2020
- Created Birthday Celebration video for Twitch Streamer Nagzz21 which involved over 50 people | September 2021
- Created Music videos for INCinema, a film production arm of Iglesia Ni Cristo | 2021-2022

## PROJECTS

### KIRALYST COVER CONCERT: VIRTUAL IMMERSION

<https://jorenabat.com/KCC.html> | 2020 - 2021

Kiralyst Cover Concert: Virtual Immersion is a virtual concert experience incorporating the use of an anime-inspired aesthetic.

- Planned, organized and created a VR virtual concert experience using Unity while incorporating the use of an anime-inspired aesthetic
- Heavily inspired by Hatsune Miku, I turned myself into a virtual singer using a multitude of programs such as Unity, Blender, UTAU, MMD, etc...

### VARIOUS SMALL VIDEO GAMES

**Novum - A Post Apocalyptic 3D Platformer | 2020**

Novum is a 3D collectathon platformer built in Unity that features the playable character exploring an abandoned post-apocalyptic city after an epidemic takes over

- Worked alongside a partner in developing the game
- Focused on the coding aspect of the project

**Johnny Smoke - A 2D Side scrolling Platformer | 2019**

Out in the land of the tobacco plant, comes a tall, hard-ridin', lean bloke. He goes by the name of Johnny Smoke. Construct 2 based 2d sidescroller shooter platformer game

- Worked in a team of 4 to create the game
- Focused on implementing and coding the final product