

Michael Moriarty



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Personal Statement

Been involved in the esports industry for nearly three years, working predominantly as a freelance writer. Throughout this time I have undertaken many roles, ranging from being a staff writer to journalistic work to managing a team. From working in fields outside of esports, I have developed skills and knowledge useful to transfer to many other roles, including people management, leadership and teamwork.

Key Skills

- HTML + CMS Skills
- MS Office
- Proofreading + Editing
- Social Media Management
- Deep UK Esports Knowledge
- Events Management
- Player + Artist Management
- Strong Attention to Detail
- Timekeeping

Employment History

Freelance

Journalist, Content Writer & Editor

March 2015 to Present

Since joining the world of esports I've been writing for numerous outlets, ranging from news sites to teams and tournament organisers. The content I've created for the companies ranges from one off articles previewing events, to long to medium term contracts creating content surrounding teams or leagues, and anything else that comes available. Through working in the esports industry this way, I've improved my attention to detail and timekeeping skills, so that I'm able to comfortably work as a freelancer in the space.

Throughout all of this I have developed an extremely strong knowledge of the esports space, with a focus on the UK and Europe.

Below is just a snapshot of the companies I've provided content for on a freelance basis.



Undercover Promotions LTD

Lead Box Office, Head of IT and Artist Management

April 2013 to Present

As part of a family owned and operated music festival and events business, I undertake many roles in it's organisation. My main at-festival role is running the Box Office and Wristband Exchange at the Festival. Part of this role also includes Artist Management, through giving the artists playing at the festival information packs and making sure they know when and how to get to stage on time, as well as managing guest lists among any other work that's needed to run the festival.

During the remainder of the year when the, festival is not running, I work as the Head of IT, administrating the festival's website and making any technological improvements as and when needed. I also organise volunteer rotas assist in marketing campaigns.

In all these roles I work as part of a team, mostly in a leadership position but making sure everything that occurs operates in a way that compliments the other moving parts.



Reason Gaming Management Team

September 2017 to January 2018

Worked in the Management Team of Reason Gaming as they competed in the second season of the Gfinity Elite Series. In this role I worked alongside the organisation's General Manager, Adam Heath, to oversee a complete change in its fortunes from Season One (where the team finished bottom overall) to Season Two, where two of our teams (Rocket League and CS:GO) topped the regular season tables and lead the Franchise Table, before seeing the team secure two trophies, Rocket League and Overall Franchise.



I've worked as both a leader and alongside others in a team. Responsibilities ranged from working on social media to managing players at the events, making sure they received what they needed to compete properly and efficiently.

Education History

Strode's College, Egham, Surrey

September 2015 to August 2016

Salesian School, Chertsey, Surrey

September 2010 to August 2015

Qualifications

GCSE: 2x A*. 5x A, 4x B, 1x C. (Including Maths and English)

AS: C (Maths)

References

References available on request