

Mannix Muir

(he/him)

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Education

Michigan State University, East Lansing, MI

May 2027

Bachelor of Arts, Games and Interactive Media

Minors: Game Design and Development, Computer Science

- 3.9 GPA
- Dean's List Fall/Spring Semester 2023-2025

Experience

Designer

September 2025-Present

DUX Lab, East Lansing, Michigan

- Collaboratively designed an app through Figma and Basecamp to enhance user experience, and client satisfaction
- Met weekly with a team of peer designers to maintain visual consistency and meet project milestones
- Developed designs and assets from a user story using Figma prototyping to test and track user flows throughout a page.

Producer/Project Manager

September 2025-Present

Team Locks, East Lansing Michigan

- Built a 3rd person player controller with Unity, and VSCode to allow player locomotion, and alleviate a heavy programming load
- Developed UI art, and scripts through Adobe Illustrator, and C# so that players have easy access to all necessary information.
- Utilized GitHub as a version control tool to ensure produced, and edited code was up to date across the team

Producer

November 2024-Present

MSU Telecasters Niche, East Lansing, Michigan

- Committed upwards of 5 hours to ensure the production of a Jeopardy style game show
- Designed and implemented a game show software meant to integrate with a multicamera setup for ease of current and future use
- Directed and Edited a game show with a live studio audience for public release
- Planned and organized weekly production meetings to ensure programming was delivered on time

Senior Counselor

Seasonal 2023 - 2024

YMCA Camp Mi-Te-Na, Alton, NH

- Planned and executed camp wide activities with the Programs Director to provide an unforgettable experience for campers
- Communicated and assigned camp staff to various parts of camp so that no camper went unsupervised and were constantly engaged in camp activities.

Skills/Awards

HTML, CSS, C#, C++, JavaScript, Python
Unity, Unreal Engine, Microsoft Suite, Adobe Suite