

Alexander S. Munson

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I am a student at Dartmouth College interested in video game level and content design as well as production/distribution. I am currently pursuing a BA in Japanese with a minor in Digital Arts.

EDUCATION

Dartmouth College

Hanover, NH

- Bachelor's in Japanese with Minor in Digital Arts
- Cumulative GPA: 3.88

Expected Graduation: June 2024

Agoura High School

Agoura Hills, CA

- Cumulative GPA: 4.0
- 7 Semester Honor Roll

September 2016 - June 2020

Middlebury Japanese Language School

Middlebury, VT

- Cumulative GPA: 4.0

June 2019 - August 2019

American Field Service Cultural Exchange

Sapporo, Japan

- Attended a local Japanese high school and studied Japanese

Summer 2018

EXPERIENCE

Game Design Intern at Resonym/Tiltfactor

June 2022 - Present

- Aided in playtesting, prototyping, content designing, and expo preparation for various Resonym analog game titles.
- Project lead for porting a title from SteamVR to Oculus Quest, increasing player base and marketability. Primary daily responsibilities included researching the porting process, troubleshooting, and optimizing the port via Unity.

REBL Agency Internship

May 2021 - September 2021

- Intern charged with reviewing and reporting on works by writers whom REBL may seek representation of. Specialized in graphic novel coverage.

HONORS / AWARDS

Valedictorian, Agoura High School

June 2020

- Graduated as valedictorian and received multiple academic excellence awards.

SKILLS

- Python
- Maya
- Fundamental knowledge of level design in:
 - RPG Maker MV
 - M&B Bannerlord Modding Kit
 - World Machine
- Game design experience with:
 - Analog prototypes
 - Unity
 - RPG Maker MV
- Languages:
 - English (fluency)
 - Japanese (intermediate proficiency)