

Alexander S. Munson

Portfolio: <https://namija.github.io/> - writeasm@gmail.com - +18189121889 - <https://www.linkedin.com/in/alexander-munson/>

I am a student at Dartmouth College interested in 3D modeling, video game level and content design, and AR/VR interactive digital media. 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

- Aid in playtesting, prototyping, content designing, and expo preparation for various Resonym titles.
- Project lead for porting a title from SteamVR to Oculus Quest during Summer 2022, increasing player base and marketability. Primary daily responsibilities included researching the porting process, troubleshooting, and optimizing the port via Unity.

RBEL Agency Internship

May 2021 - September 2021

- Intern charged with reviewing and reporting on works by writers whom RBEL may seek representation of. Specialized in graphic novel coverage and reported on 17 IPs by different authors.

HONORS / AWARDS

Valedictorian, Agoura High School

June 2020

- Graduated as valedictorian and received multiple academic excellence awards.

SKILLS

- Python
- Maya
- Game design experience for:
 - Unity
 - RPG Maker MV
 - Oculus Quest 2
- Level Design Tools:
 - RPG Maker MV
 - M&B Bannerlord Modding Kit
 - World Machine
- Languages:
 - English (fluency)
 - Japanese (intermediate proficiency)