

# Alexander S. Munson

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I am a masters student at the National University of Ireland (Cork) interested in art management, cultural exchange, and digital art production/distribution. Pursuing my MA in Art Management and Creative Production.

## EDUCATION

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|---|----------------------------------|
| <b>National University of Ireland (UCC, Cork)</b>           | <b>Cork, Ireland</b>             |
| - Masters in Art Management and Creative Production         | Expected Completion: August 2025 |
| <b>Dartmouth College</b>                                    | <b>Hanover, NH</b>               |
| - Bachelor's with Honors in Japanese, Minor in Digital Arts | June 2024                        |
| - Cumulative GPA: 3.90 (Magna Cum Laude)                    |                                  |
| <b>Middlebury Japanese Language School</b>                  | <b>Middlebury, VT</b>            |
| - Cumulative GPA: 4.0                                       | June 2019 - August 2019          |

## EXPERIENCE

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|---|--------------------------------|
| <b>Trade Floor Manager</b>   Warpcon XXXV   | September 2024 - February 2025 |
| - Built and maintained commercial relationships, ensured productive vendor engagements, and led trade floor operations for University College Cork's annual Warpcon gaming convention.  |                                |
| <b>VR Project Manager</b>   ILIXR   | June 2024 - September 2024     |
| - Directed a team of artists and developers to create an educational VR game.   |                                |
| - Set sprint milestones, provided 1-on-1 support to team members, compiled detailed progress reports for our clients, and maintained a consistent vision for the project avoiding scope creep.                                  |                                |
| <b>Game Design Intern</b>   Resonym/Tiltfactor  | June 2022 - June 2023          |
| - Conducted playtesting, prototyping, and content design for analog games.  |                                |
| - Led porting of a SteamVR title to Oculus Quest, optimizing the porting processes in Unity and resolving technical challenges.   |                                |
| - Aided in booth setup, game promotion, and retail sales at PAX East 2023.  |                                |
| <b>Events and Programming Chair</b>   Campus Residential Space  | November 2022 - March 2023     |
| - Managed and planned events for the residential community. Organized catering, led student volunteers, scheduled venues, managed a substantial budget, and interfaced with community stakeholders on a wide variety of topics. |                                |

## HONORS / AWARDS

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|---|-----------|
| <b>Outstanding Japanese Language Student</b>   Dartmouth College                                    | Apr 2024  |
| - Awarded for translation work done for my honors thesis on contemporary Japanese religion.         |           |
| <b>Second Honors</b>   Dartmouth College  | 2022-2023 |
| - Academic performance exceeding that of the top 15% of students from the previous graduating year. |           |

## SKILLS

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- Project Management; Agile methodology
- Software:
  - Maya, Unity, Photoshop, Excel
- English (native fluency) and Japanese (JLPT N2: Professional Proficiency)