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. Pursuing my MA in Art Management and Creative Production.

EDUCATION

National University of Ireland (UCC, Cork) — **Cork, Ireland**
- *Masters in Art Management and Creative Production* — *Expected Completion: August 2025*

Dartmouth College — **Hanover, NH**
- *Bachelor's with Honors in Japanese,Minor in Digital Arts* — *June 2024*
- *Cumulative GPA: 3.90 (Magna Cum Laude)*

Middlebury Japanese Language School — **Middlebury, VT**
- *Cumulative GPA: 4.0* — *June 2019 - August 2019*

EXPERIENCE

Producer | *In the Making Festival* — *September 2024 - Present*
- Creative producer and technical/production manager for *In the Making Festival* in Cork, April 2nd 2025.
- Responsibilities include: coordinating with the production team at Cork Opera House, managing equipment rentals, conducting health and safety assessments, researching and compiling production requirements, and managing the production schedule.

Trade Floor Manager | *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.

VR Project Manager | *ILIXR* — *June 2023 - September 2023; March 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.
- 2023-2024 hiatus due to study abroad at Waseda University in Tokyo, Japan.

Game Design Intern | *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.

Events and Programming Chair | *Campus Residential Space* — *November 2021 - 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

Outstanding Japanese Language Student | *Dartmouth College* — *Apr 2024*
- Awarded for translation work done for my honors thesis on contemporary Japanese religion.

Second Honors | *Dartmouth College* — *2022-2023*
- Academic performance exceeding that of the top 15% of students from the previous graduating year.

SKILLS

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