

# 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

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### Dartmouth College

Hanover, NH

- Degree in Japanese
- 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

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### 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

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### Valedictorian, Agoura High School

*June 2020*

- Graduated as valedictorian and received multiple academic excellence awards.

## SKILLS

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- 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)