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*   *Expected Graduation: June 2024*
- *Cumulative GPA: 3.88*

Agoura High School   **Agoura Hills, CA**
- *Cumulative GPA: 4.0*   *September 2016 - June 2020*
- *7 Semester Honor Roll*

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)