

Amanda “Mana” Rowe

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EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science in Game Design and Development

May 2025
GPA: 3.8

SKILLS

Programming Languages: C#, JavaScript, HTML, CSS, C++

Tools: Visual Studio, Visual Studio Code, Godot, Unity, Unreal, Maya, Adobe Substance 3D Painter, Zbrush, GitHub, Procreate, Plastic, PixelStudio, Aseprite

PROJECTS

Mushroom Kid's Big Grass Sword (Personal Project) Aug. 2023-Present

- ★ Art Lead/Artist/Designer, created all game animations, worked on level and narrative design
- ★ Won *Best Student Game (BostonFIG)* and *Grand Prize (RPI GameFest)* awards

Trapolinko (Academic Project) February 2025-May 2025

- ★ Worked with a team of 4 to create a mobile arcade game using Godot 4
- ★ Created all gameplay and UI assets, including animations and particles.
- ★ Implemented art assets in engine

Rock On, Raccoon! (Internship) May 2023-Aug. 2023

- ★ Worked with a team of 6 to create a narrative mobile rhythm game through Unity
- ★ Character designer, artist, and animator for six unique animal bands
- ★ Created Google sheets system to organize, construct, and import beatmaps as .txt files

Puck Duck (Academic Project) Feb. 2022-May 2022

- ★ Worked with a team of 4 to create a top-down puzzle game using Monogame.
- ★ Lead designer, created most assets, and worked on programming with Visual Studio 2019.

Etch-A-Fetch (Academic Project) Nov. 2022-Dec. 2022

- ★ Programmed a classic arcade-style web game using JavaScript and PixiJS
- ★ Designed game website using HTML and CSS, created game assets using Pixel Studio

WORK EXPERIENCE

Team Broke Kids LLC May. 2024-PRESENT
Lead Artist, Designer Rochester, NY

- ★ Continuing development on *Mushroom Kid's Big Grass Sword* for its full Steam release.
- ★ Launched a successful Kickstarter campaign working as lead artist, made art for marketing/the game

Magic Spell Studios Aug. 2023-Dec. 2023
Lead Artist Rochester, NY

- ★ Worked with a main team of 6 to create a published platformer demo on Steam
- ★ Directed art for *Mushroom Kid's Big Grass Sword*, created all UI, character, and animated assets

MassDigi Summer Innovation Program May 2023-Aug. 2023
Game Art and Design Intern Worcester, MA

- ★ Worked with a team of 6 to create a mobile rhythm game from concepting to publication
- ★ Acted as the bridge between art and programming to ensure a smooth implementation pipeline

Ice Imports May 2022-Aug. 2022
Retail Sales Associate/Cashier Waterford, CT

- ★ Provided enthusiastic service and worked with a team to maintain a positive experience for customers.
- ★ Kept store stocked and organized, and smoothly handled register transactions.