Alex Mannion
Burlington, VT, 05401

Website/Portfolio - http://alexmannion.me
LinkedIn - www.linkedin.com/in/alex-mannion
Email - mannion.alex@gmail.com
Phone - (607) 267-2911

Creative Summary

Hard surface high and low polygon 3D modeling
Texture/material creation and UV mapping
Vector and raster based graphic design
Experience with SCRUM and Agile practices
Experience using C++, C# and Python for tool and game creation
Experience with UE4 and Unity level design

Education

GPA - 3.4
Champlain College, Burlington, VT
Bachelor of Science Degree in Game Art & Animation, Class of May 2021

Game Projects

Forkdrift, Spring 2020
Lead Artist, Team Size: 12
Created for the class *Game Production 2*, our team was dedicated to releasing a game on Steam, but it had to be a game worthy of release. In *Forkdrift* you play as a forklift that has to flip over other forklifts in a fairly standard PvP format. I collaborated with 2 other artists
- Created dozens of 3D assets and 5 modular forklift models for customization
- Created a modular asset kit for assembling multiple large-scale buildings

Work Experience

iD Tech, Remote
Online Private Lesson Instructor, June 2020 - September 2020
- Taught kids aged 9 to 17 how to use Blender, Maya and TinkerCAD over Zoom
- Assisted with 3D printer setup, troubleshooting and maintenance

Emergent Media Center, Burlington, VT
UI/UX Designer, September 2018 - August 2019
- Implemented and laid out 2D assets within Unity
- Assisted with the UI and UX design of VisibleEP

Oneonta Minecraft Club, Oneonta, NY
Owner, August 2013 - August 2017
- Taught children about cybersecurity and processes involved in game development
- Handled all advertising, payments and communication with customers personally