

# Alex Mannion

***Burlington, VT, 05401***

Portfolio - <https://sites.google.com/view/mannion>

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## Creative Summary

Hard surface high and low polygon 3D modeling

Texture creation and UV mapping

Video game user interface design and creation

Vector and raster based graphic design

Experience with SCRUM/Agile development

Experience using C++ with Microsoft Visual Studio

Fundamental knowledge of UDK and Unity Level Design

## Education

GPA - 3.2

Champlain College, Burlington, VT

Bachelor of Science Degree in Game Art & Animation, Class of May 2021

## Game Projects

*Keep Breathing*, Fall 2017

Lead Artist, Team Size: 5

Created for the class *Game History and Development*, designed to portray living life as someone with Social Anxiety Disorder by making the player maintain a steady breathing pattern, while combating negative thoughts, and also acknowledging positive ones.

- Created all UI elements and many tutorial assets

## Software

zBrush	Illustrator	Maya	Photoshop
Premiere Pro	Substance Painter	Unreal Engine	Unity

## Work Experience

**Emergent Media Center**, Burlington, VT

**Lab Technician**, September 2018 - Current

- Designing and creating art for the workplace
- Working with game dev. teams to ensure PC software and hardware are up to date
- Troubleshooting technology, involving fixing high-end workstations to HTC Vives

**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