Alex Mannion
Burlington, VT, 05401

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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

Dungeon NFC, Spring 2019
Lead Artist, Team Size: 6
Created for the class *Production 1*, our team was tasked with creating a game and alternative controller, so we created a game where you navigate a dungeon using cards with NFC chips in them, that act as an inventory, provide more immersion, and enhance gameplay.
- Created and designed all UI
- Created over 20 unique 3D assets and textures in the span of 4 weeks
- Worked with another artist to coordinate a cohesive art style

Work Experience

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

Emergent Media Center, Burlington, VT
Lab Technician, September 2018 - May 2019
- Designed and created art for the workplace and company events
- Worked with game dev. teams to ensure PC software and hardware were up to date
- Troubleshooted technology and maintained care of expensive and delicate equipment

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

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