

# MELANIE MOENNING

## CREATIVE PROGRAMMER

I am a creative programmer with my expertise in UI and level/mechanics coding. I am passionate about creating engaging and interesting interactive environments for users. I am moving to London in Fall '23.

[melmoenning@gmail.com](mailto:melmoenning@gmail.com)

London, England

<https://mmoenning3.github.io/MelanieMoenningPortfolio/>

## EDUCATION

Georgia Institute of Technology

- **Bachelor of Computational Media**, concentrations in Games, and Media
- GPA: 3.51
- Graduating in May 2023

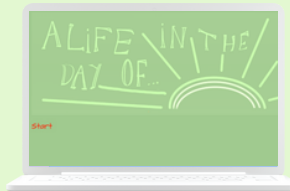
## Skills

- |  |   |
|--|---|
| ◆ Java   | ◆ CSS   |
| ◆ Python   | ◆ HTML  |
| ◆ C  | ◆ HTML5   |
| ◆ Javascript   | ◆ React   |
| ◆ Typescript   | ◆ Figma   |
| ◆ A-Frame  | ◆ Smartsheet  |
| ◆ Maya   | ◆ Basecamp  |
| ◆ AWS  | ◆  Unity |
| ◆  GitHub |   |

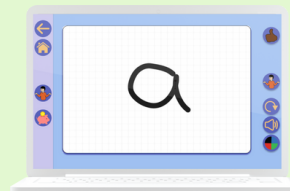
## PROJECTS



- Coded in C for the GBA emulator
- Original concept and pixel art design.
  - Personally coded and created all game mechanics.



- Coded in Twine with added CSS.
- Created original story concept, drew graphics, wrote storyline, and coded in Twine with additional CSS.



Write a Letter, a web-based app created using Figma, JavaScript, HTML and CSS.

- Collaborated with colleagues to research, design, and code a learning-based assessment application helping kids learn to write.



- Coded in Unity
- With team, created story concept, and created all AI and specialty scripts used in game.
  - Led UI, level and color design and implementation.

## WORK EXPERIENCE

### Production Assistant

- FableVision Studios / Jan 22 - Sept 22
  - Produced a total of eight games/animations by working with developers, artists, UI/UX designers, and clients.
  - Collaborated with clients to identify and define game requirements and relayed this information through Game Design Documents and Content Documents as well as standup meetings with colleagues.
  - Used Smartsheet to create schedules for project timelines. Collaborated through Git with our artists and developers to share assets. Communicated with our clients on Basecamp to deliver versions of projects and help clients remain on schedule.