Alexia Mandeville

www.alexiamandeville.com

I lead teams to ship games.

321-795-1614
al@alexiamandeville.com
www.linkedin.com/in/alexiamandeville

Skills

Game Direction, Product Management, Systems Design, Monetization Design, Creative Direction, Game Production, Product Marketing, Community Management, Data Analysis

Software & Languages

Unity, Figma, Illustrator, Photoshop, Git, Perforce, Maya, Blender, C#, SQL, Javascript, HTML/CSS

Experience

Co-founder and Game Designer, October 2022 - Present
Bodeville - Charlotte, NC

Bodeville is a game studio where we make games that are fun, fair, and might tell a good story. Chief Emoji Officer, our first text adventure game, was featured as Game of the Day and Best New Games and made #3 on top paid Games / Casual on the US and UK app stores.

Assistant Professor, August 2022 - Present
ArtCenter College of Design - Pasadena, CA

I teach students practical knowledge for creating games and marketing them to an audience.

Lead Game Designer, January 2021 - August 2022
Niantic, Inc. - San Francisco, CA

Led the design of Peridot, a real-world adventure pet game using augmented reality and consulted on third party studios making AR games. Our team of 50 created one of the first fully AR games with location-based gameplay. As the first game designer on the team, I joined when the game was a prototype and the team was 10 people. We shipped an entire gameloop and experience around breeding and taking care of a virtual pet. This game solidified many internal tools and the AR Lightship platform as we worked with other teams to improve their tooling for external developers. I hired and onboarded other designers, and planned and delegated work to the entire team.

Senior Game Designer, Horizon Worlds, August 2019 - December 2020
Meta - Menlo Park, CA

I shipped pre-alpha, alpha, and beta versions of the product, as well as many of the most popular games and experiences. I focused on designing games, community strategy, and live-ops production. I partnered with marketing and executive leadership to demo our product to the media at Oculus Connect 6.

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Experience

UI/UX Designer, February 2018 - October 2018
High Fidelity VR - San Francisco, California

Redesigned and shipped the mobile version of the app, the 2D creation tools, and many features within the app. Designed and prototyped interactions for VR hand controllers including Rift, Vive, and Leap with 3D interactive prototypes using Javascript and C# using Unity.

UX Engineer, January 2017 - December 2017
Immersion Corporation - San Jose, California

Built haptic prototypes to assist in research for mobile, AR/VR, wearable, and gaming applications in Unreal 4 and Unity.

Lead Game Designer, January 2014 - September 2016
E2i Creative Studio (UCF Institute for Simulation & Training) - Orlando, Florida

Secured $2 million in an initial funding round from Schlumberger by leading a team to identify gaps in oil rig education and training in order to create a pitch deck and prototype. Collaborated with academic researchers on original scientific research that was published in the fields of social & cognitive psychology, avatars, simulation, and training. Led design of mechanics, interaction design, and UI for games and simulations based on stakeholder requirements.

Education
Master of Science in Modeling & Simulation - University of Central Florida
Bachelor of Arts in Digital Media: Game Design - University of Central Florida

Awards
- Intel RealSense Competition, 2015 - First place awardee for best game utilizing Intel's RealSense 3D camera technology
- I-Corps, NSF, iBeacon Gamification, 2015 - Created a location-based AR prototype and business model to make games using BLE iBeacon technology on mobile
- Microsoft HoloLens Academic Research & Development, 2015 - One of ten partners developing augmented reality applications across the US
- Google Summer of Code - Drupal, 2014 - Ported the IMCE image editor module to Drupal 8