

# ALEXIA MANDEVILLE

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## SKILLS

Game Design	● ● ● ● ●
Project Mgmt	● ● ● ● ●
Interaction Design	● ● ● ● ●
3D & 2D UX	● ● ● ● ●
Graphic Design	● ● ● ● ●
Rapid Prototyping	● ● ● ● ●

## SOFTWARE

Unity	● ● ● ● ●
Unreal 4	● ● ● ● ●
Illustrator	● ● ● ● ●
Photoshop	● ● ● ● ●
Android Studio	● ● ● ● ●
Git, Perforce, SVN	● ● ● ● ●
Maya	● ● ● ● ●

## LANGUAGES

C#	● ● ● ● ●
PHP	● ● ● ● ●
SQL	● ● ● ● ●
Javascript	● ● ● ● ●
Java	● ● ● ● ●

## COMMUNITY

**Exhibitor, Immersion Corp**  
Unity Unite Conference, 2017  
2,000 attendees

**Otronicon Board Member**  
Otronicon, 2015-2016  
15,000 attendees

**Game Jam Committee Chair**  
Orlando Science Center, 2016-2017  
50 attendees

**Exhibitor, E2i Creative Studio**  
I/ITSEC, 2014-2016  
14,000 attendees

## EXPERIENCE

### UI/UX Designer, January 2018 - Present

High Fidelity, Inc - San Francisco, California

- Lead structured brainstorms and design reviews for 2D and 3D interaction design
- Created visual and functional specs via wireframes, flowcharts, and 3D interactive prototypes with Javascript, C++ using Qt, and C# using Unity
- Conducted user research for usability in a user-generated virtual world across VR, mobile, and desktop modalities
- Lead the design of an Android application for mobile interactions in social VR

### 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 Unity using C# and Android Studio using Java, and SDKs like ARCore, Vuforia
- Designed & deployed a Unity game for the Nintendo Switch showcasing haptic effects, shown at Unite Conference 2017, assisted with design of haptic Unity tool
- Lead UX innovation by organizing structured brainstorms and internal hackathons

### Project Manager/Game Designer, January 2014 - September 2016

E2i Creative Studio (UCF Institute for Simulation & Training) - Orlando, Florida

- Directly managed an 8-person production team and 10 interns to create games and simulations using Unity, Unreal 4 for PC and mobile
- Designed mechanics, interaction design, and UI for games and simulations
- Designed & deployed a location-based game in a museum using BLE beacons on mobile
- Prototyped MR, VR, and augmented reality projects using peripherals and SDKs including Oculus Rift, Intel RealSense, Google Cardboard, Canon MREAL, Vuforia, Leap Motion, and HTC Vive using C#

## 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

## EDUCATION

**Master of Science in Modeling & Simulation** - University of Central Florida

**Bachelor of Arts in Digital Media: Game Design** - University of Central Florida

## PUBLICATIONS

- *2 self-published and 2 professionally published games/apps on Google Play*
- *Remote Touch: Humanizing Social Interactions in Technology through Multimodal Interfaces, 2017*
- *Engineering a Collaborative Framework for Applied Game Development, 2016*
- *Using iBeacons for Location-Based Tracking in Alternate Reality Games, 2016*
- *A Case Study on Developing Simulation-Based Training for Client Assessment Interviewing in Social Work, 2016*