

ALEXIA MANDEVILLE

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SKILLS

Game Design
User Experience
Product Management
Interaction Design
3D Modeling
Graphic Design
Rapid Prototyping
Information Architecture

SOFTWARE

Unity
Unreal 4
Illustrator
Photoshop
Git, Perforce, SVN
Maya

LANGUAGES

C#
HTML/CSS
SQL
Javascript

AWARDS

Intel RealSense Competition, 2015

First place for best game utilizing Intel's RealSense camera with facial and gesture recognition

I-Corps, NSF, iBeacon Gamification, 2015

Created a location-based AR prototype and business model to make games using BLE iBeacon technology

Microsoft HoloLens Academic Research & Development, 2015

One of ten partners to develop augmented reality applications

EXPERIENCE

Game Designer, Social VR, November 2018 - Present

Facebook - Menlo Park, California

- Designs and prototypes gameplay, user interfaces, and user interactions in VR using Unity, Maya, and VR applications like Quill and Medium
- Collaborates with partners in art, engineering, product management, marketing, and design to drive the product direction

UI/UX Designer, Game Engine & VR Interactions, February 2018 - October 2018

High Fidelity, Inc - San Francisco, California

- Created final art assets including 2D assets, 3D models, and particle effects for in-engine use using Maya, Illustrator, and Photoshop
- Lead structured brainstorming and implemented Design Review for 2D and 3D interaction design for the game engine and virtual world
- Designed interactions for VR hand controllers including Rift, Vive, and Leap with 3D interactive prototypes using Javascript and C# using Unity
- Improved creation tool workflow by redesigning visual and functional specifications using Figma, Illustrator, and Lucidchart
- Informed decision making by conducting generative research including market research, user & SME interviews, and user testing

UX Engineer, AR/VR & Gaming, 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 brainstorming and internal hackathons

Product Manager/Lead Game Designer, January 2014 - September 2016

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

- Managed tasks, release schedules, and UX of an 8-person production team and 10 interns to create games and simulations using Unity, Unreal 4 for PC and mobile
- Lead design of mechanics, interaction design, and UI for games and simulations based on stakeholder requirements
- Prototyped MR, VR, and AR projects using peripherals including Oculus Rift, Intel RealSense, Google Cardboard, Canon MREAL, and HTC Vive
- Iterated on and balanced gameplay by conducting focus groups and playtesting

EDUCATION

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

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

PUBLICATIONS

- *5 published games/apps on Google Play where I contributed to design and implementation*
- *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*