

mmenard@alumni.brown.edu
<http://www.artemic.com>
401-965-7150

MICHELLE MENARD
Game Designer

1 St. George Blvd #301
Savannah, GA
31419

EDUCATION

- Savannah College of Art and Design, Savannah, Georgia** **Graduation June 2008**
- M.F.A. in Interactive Design and Game Development, Thesis: The Creation of Emotion in Games using the Six Primal Emotions, explored through non-digital design. Committee: Brenda Brathwaite, Andrew Greenberg, Robert Mathiesen.
- Brown University, Providence, Rhode Island** **2002 - 2006**
- Double Bachelor of Arts in Music Theory and Composition and Applied Mathematics

PROFESSIONAL EXPERIENCE

- Mighty Eighth Air Force Museum** **2007 – 2008**
Lead Programmer and Assistant Producer for B-24 Simulation
- Head of the team of Unreal 3 programmers and wiring technicians for bombing simulation
 - Worked on creating interface between Unreal 3 and actual B-24 machinery and site
 - Created outlines for timelines, skill allotment and facilitated information between the different teams

- Metaversatility** **2007 - present**
Contract Work
- Designed and created 3D models and textures for *Club Scion* in There.com

- Savannah College of Art and Design** **Summer 2007**
Teaching Assistant
- Design lesson plans and handouts, running a lecture on displacement mapping in ZBrush
 - Helped students one on one with any problems or questions
 - Taught new users the basics of Autodesk Maya and how to interface with ZBrush and Photoshop

- Brown University** **2002-2006**
Research Assistant and Teaching Assistant/ Grader
- Teaching Assistant and grader for two University courses – “Magic in the Middle Ages” and “Women, Magic and Power” under Professor Robert Mathiesen.
 - Gathered research for the Professor’s book and proofread manuscripts for publication

- Galway, Ireland** **Summer 2005**
Head Knitting Workshop Instructor at knitting store "Yarn"
- Organized and created lesson plans and handouts
 - Ran workshops geared for both adults and children
 - Created easy patterns which demonstrated skills taught in lessons

RELATED EXPERIENCE

- Mod the Sims 2 Member** **2007 – present**
Community-Run Modding Site and Forum Board
- Created new meshes for *The Sims 2* based on life objects
 - Uploaded meshes and recolors of new content from cloned objects

- Melusine** **2007 - present**
RPG Board Game designed to test thesis research
- Board game designed to test the creation of consistent emotional responses as detailed in research
 - Designed and created board, rule system, cards, tiles and testing procedure
 - Filmed for documentary purposes
 - 2008 Thesis Award Proposal Winner

- Puppy Hugs Interactive Mod Group** **2007 – present**
Contract Work
- Designed and created 3D models and textures for “Hobo-Strike”, an Unreal mod
 - Technical liaison for moving of assets from Unreal 2004 to Unreal 3
 - Coding advisor for custom weapon scripts

- Astrum Fas** **2007**
Lead Designer for an Unreal 3 beta mod
- Designed narrative, history, workspace and possible gameplay options for mod
 - Modeled and textured half of the assets
 - Kept group members on track and on time, reassigning tasks and duties where applicable and necessary

Brown University

2003 - 2006

Musical Editor and Computer Consultant

- Editor and consultant for two books by Professor John Bush Jones on Musical Theater, Advertising, and World War II

AWARDS AND FELLOWSHIPS

- SCAD 2008 Thesis Proposal Award
- Entelechy 2008 Honorable Mention Digital Game – “Belle Isle”
- SCAD Academic and Artistic Fellowship 2006-2008
- Seward Scholarship 2005 - Alpha Delta Phi National Scholarship Competition
- 2nd place in the 2004 Alpha Delta Phi National Literary Competition – Non Fiction Short Story Category
- 1st in district 4-H Board Game competition 1995: “Round-up”

SKILLS

Software: Proficient in all office and email clients for PC, Mac, and Linux. ZBrush, Photoshop, Maya, After Effects, Unreal Editor, Dreamweaver, SketchBook Pro, Finale, Audition, Painter.

Scripting and Computer Languages: C, MEL, HTML, CSS, Scheme, OCAML, Matlab, C++, Actionscript 2.0, Unreal script, Java
Languages: Conversational French

LEADERSHIP

Alpha Delta Phi: - Co-ed Greek Literary Society

- 2006: Literary Chair
- 2005: President
- 2005: Corresponding Secretary
- 2005: Community Service Chair
- 2004-2005: Webmaster
- 2004: Vice President
- 2004: House-manager
- 2004: Cultural Librarian.

Original Music Group: - Club for composing and performing student written music

- 2004-2005: Vice President

Meiklejohn Advising Program: - Peer advising organization run at Brown

- 2004-2005: Freshman Advisor

Gilbert and Sullivan Group: - Performing Troup for Gilbert and Sullivan at Brown

- 2005 - 2006 : Vice President
- 2005: Costume Designer for *Iolanthe*
- 2005: Co-Producer for *Iolanthe*
- 2004 – 2006: Publications designer

Greek Council: -Presiding body over the Greek communities at Brown University

- 2005: Alumni Relations Chair

Brown University Chorus: - University Choral Ensemble

- 2004-2005: Webmaster
- 2003-2004: Publicity Chair

PROFESSIONAL AFFILIATIONS

- IGDA
- Alpha Delta Phi

HOBBIES AND INTERESTS

D&D, planning Chocobo genetic breeding programs in Excel, Guild Wars, knitting, yoga, mathy nerdy things, web comics, cooking, voracious reading, snow skiing, writing short stories and fanfiction, obscure history, opera, piano, sewing, modding The Sims 2.