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MICHELLE MENARD  
*Game Designer*

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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 Applied Mathematics and Music Theory and Composition

## PROFESSIONAL EXPERIENCE

**Mighty Eighth Air Force Museum | Lead Programmer and Assistant Producer for B-24 Simulation** **2007 – 2008**

- Experience Simulation for all the flights of the plane “Fighting Sam”, geared for kids and museum tourists
- 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 Nordon site
- Created outlines for timelines, skill allotment and facilitated information between the different teams

**Metaversatility | Contract Work** **2007 - present**

- Designed and created 3D models and textures for *Club Scion* in There.com

**Brown University | Research Assistant and Teaching Assistant/ Grader** **2002-2006**

- 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

## RELATED EXPERIENCE

**Puppy Hugs Interactive Mod Group | Contract Work** **2007 – present**

- 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 | Lead Designer for an Unreal 3 beta mod** **2007**

- Designed narrative, back history, world, and gameplay for mod
- Modeled and textured majority of assets
- Kept group members on track and on time, reassigning tasks and duties where applicable and necessary

## AWARDS AND FELLOWSHIPS

- 2008 SCAD Thesis Proposal Award Winner
- 2008 Honorable Mention for Digital Game at Entelechy – “Belle Isle”
- SCAD Highest Academic and Artistic Fellowship 2006-2008
- Seward Scholarship 2005 - Alpha Delta Phi National Scholarship Competition
- 2<sup>nd</sup> place in the 2004 Alpha Delta Phi National Literary Competition – Non Fiction Short Story Category
- 1<sup>st</sup> 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 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

*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

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

- 2005: Alumni Relations Chair

## HOBBIES AND INTERESTS

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