Alexander Moran | Student Game Producer

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SELECT PROJECTS

MAIZE | Creative Producer | Unity   October 2021

Top-Down Horror Shooter - 16 person team (Monkey Barrel Student Devs)
· Directed & oversaw efforts to produce and publish a fully functional, marketable game in 48 hours
· Organized, guided, and motivated multi-disciplined team in reaching aggressive milestones
· Managed overall communication efforts and administered scrum meetings
· Prioritized and delegated necessary tasks to achieve a satisfying end product

HYPER EPIC | Creative Producer | Mixed Media   Sept 2018 – August 2020

Science-Fantasy Interactive Web Series – 9 person team
· Led and coordinated a volunteer team in the creation of an immersive narrative experience
· Collaborated alongside industry professionals and novices to produce cutscenes, music, and writing
· Facilitated community engagement and interest via marketing and events

EXTRACURRICULAR

The Monkey Barrel | Founder / Creative Producer   September 2021 - Present
· Founded a student-based team and support group for game jams and career development
· Analyze, adapt, and improve team development processes and pipeline efficiency for future projects

APPLICABLE SKILLS

· Trello / Jira	· Project Management	· Pipeline Optimization
· Unreal Engine / Unity	· Agile Development Framework	· Microsoft Office Suite
· Multidisciplinary Communication	· Content Strategy	· Professional Speaking

WORK EXPERIENCE

The Writer's Center, Bethesda, MD   April - May 2019

Intern, Social Media & Event Manager
· Earned complete responsibility for operating and managing all social media platforms
· Awarded Flint Hill Seniors' Internship Honors Award for outstanding performance in a professional work environment
· Proposed and implemented a new system to automate the logistics of event coordination and advertisements
· Automated all marketing efforts and event scheduling, to be delivered for up to a year after my departure

Washington Street Homes, Various Locations, VA   Summers 2017-2020

Intern, Business Development Associate
· Datamined, compiled & analyzed resources to identify and synthesize business development opportunities and partners
· Presented to management in weekly meetings

EDUCATION

University of Utah, Salt Lake City, UT   May 2024

College of Engineering, David Eccles School of Business
BS, Games, Production Emphasis; Lassonde + Games Business Program
Cumulative GPA: 3.82; Dean's List 2021-2022