

Maddison Manente

Sudbury, MA | maddisonmanenteart@gmail.com
[linkedin.com/in/maddison-manente](https://www.linkedin.com/in/maddison-manente) | maddisonmanente.com

PROFESSIONAL SUMMARY

Professional Illustrator and Designer looking to build upon previous UX experience to become a more complete UI/UX/Game Designer and well-rounded contributor to the educational media space.

WORK EXPERIENCE

HELLOSAURUS / ALL TOGETHER LABS INC.

Remote

Illustrator - Contractor

March 2022 – September 2022

- Created over 900 bespoke illustrated backgrounds and assets in over 20 different illustration styles in accordance with various brand and IP guidelines to be used in Hellosaurus interactive video content.
- Brainstormed interactive design solutions and iterated upon existing ideas.
- Prepared prototypes for A/B testing.

FREELANCE DESIGNER

Remote / Boston, MA

Self-Employed

June 2021 – Present

- Designed and published logos, ads, and websites for clients in education and fitness industries.
- Communicated promptly and effectively with clients.
- Created documentation and instructions for the continued use of final designs.

GBH

Boston, MA

Games and Interactive Intern

Jan 2021 – May 2021

- Developed interactive games and websites for various productions such as High School Quiz Show.
- Created proof of concept and documentation for a new Spine and game production workflow.
- Tackled problems and researched and implemented design solutions with diligence.

GARRO STUDIOS, LLC

Maynard, MA

Assistant Instructor

June 2017 – Present (Part-time, Seasonal)

- Designed and taught painting, drawing, and character design lessons to children ages 5-11.

DECORDOVA SCULPTURE PARK AND MUSEUM

Lincoln, MA

Visitor Services Associate

Nov 2021 – Present (Part-time)

- Welcomed visitors with a friendly greeting, answered general questions, and maintained artwork security.

EDUCATION

PRATT INSTITUTE / PRATTMWP COLLEGE OF ART AND DESIGN

Brooklyn, NY / Utica, NY

Bachelors of Fine Arts in Communication Design with Highest Honors

May 2021

- Cumulative GPA: 3.9/4.0; President's List (8/8 semesters)
- Relevant Courses: Designing for Kids, Game Production, Digital Prototyping, Research Analysis & Process
- Pratt Gamelab Club (Vice President 2020-2021, Board Member 2019-2020)
- Awarded Easton Pribble Memorial Award (only 2 awarded to each PrattMWP class)
- Awarded Outstanding Freshman Award (only 3 awarded to each PrattMWP class)
- Chosen to represent my PrattMWP class of 2019 in a 20th Anniversary Alumni Exhibition at the MWPAI Museum in Utica NY in 2021 (one person chosen from each class from the past 20 years)
- Featured in GDUSA "Students to Watch in 2019"

SKILLS

Tools: Photoshop, After Effects, Illustrator, InDesign, Spine, Figma, Miro, Unity, Sketch, Google Workspace

Languages: HTML, CSS, C#

Relevant Techniques and Practices: play testing, design thinking methods, writing game design documents and other design documentation, creating mockups and low-fi prototypes, illustration, keyframe animation