

Maddison Manente

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EDUCATION

PRATT INSTITUTE / PRATTMWP COLLEGE OF ART AND DESIGN

Brooklyn, NY / Utica, NY

Bachelors of Fine Arts in Communication Design with Highest Honors; Concentration in Illustration May 2021

- Cumulative GPA: 3.9/4.0; President's List (8/8 semesters)
- Easton Pribble Memorial Award Recipient (only 2 awarded to each PrattMWP class)
- Outstanding Freshman Award Recipient (only 3 awarded to each PrattMWP class)
- Coursework: Designing for Kids, Game Production, Worldbuilding, Typography, Advanced Illustration
- Pratt Gamelab Club (Vice President 2020-2021, Board Member 2019-2020)

EXPERIENCE

HELLOSAURUS / ALL TOGETHER LABS INC.

Remote

Illustrator - Contractor

March 2022 – Present (Part-time)

- Creates illustrated backgrounds and assets to be used in Hellosaurus interactive video content for kids 0-5 years of age

DECORDOVA SCULPTURE PARK AND MUSEUM

Lincoln, MA

Visitor Services Associate

Nov 2021 – Present (Part-time)

- Oversees the execution of events and programming while maintaining museum security and the overall visitor experience
- Offers relevant information to orient visitors to the property and set expectations for their visit

FREELANCE ILLUSTRATOR AND DESIGNER

Remote / Boston, MA

Self-Employed

June 2021 – Present

- Designed and published logos, ads, and websites for clients in education and fitness industries (Results include increased engagement by an average of 300% more website visitors per week)
- Created character designs for a client in the restaurant industry

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 animation software and game production workflow

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

SELECTED PROJECTS

BAUCIS: CITY IN THE SKY

An animation and interactive explorable landscape. View the animation at <https://vimeo.com/546733660>.

- Sketched ideas on paper and created the assets in Photoshop with a tablet.
- Animated the flying plant in Spine. Assembled assets and animated final animation in After Effects.
- Coded and brought the interactive piece to life in Unity with C#.

PICKERY'S POTIONS: A GAME OF CLUE-BASED CONCOCTIONS

A mock-up of a riddle-based potion making game. View it at www.maddisonmanente.com/pickerys-potions.

- Brainstormed game concept and playtested mechanics
- Designed Penelope Pickery's character and facial expressions
- Illustrated assets in Photoshop with a tablet
- Animated the cauldron, fire and potion reveal assets in After Effects and assembled the mockup in UXPIn

TECHNICAL SKILLS

Advanced in Photoshop, Illustrator, After Effects, Spine, InDesign, 2D illustration, motion graphics, childrens content, layout and background design, character design, vector illustration, interactive motion design, game design, color theory, typography; Proficient in Procreate, HTML, CSS, C#, JavaScript, Wordpress, Unity, Figma, Sketch, InVision, rotoscoping, video editing, parallax effects

ADDITIONAL HONORS AND AWARDS

- 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"