

# Angelinne Mendenhall

Interactive and Narrative Design / Location Based Entertainment / Themed Experiences

[Portfolio at Angelinne.com](https://www.angelinne.com) – Pittsburgh, PA – [LinkedIn](#)

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## EDUCATION

**Carnegie Mellon University (CMU)**, Pittsburgh, PA

Expected Graduation May 2024

Master of Entertainment Technology from the Entertainment Technology Center (ETC)

**Florida International University Honors College (FIU)**, Miami, FL

August 2019 – August 2022

Bachelor of Art in Computer Science / Graduated Magna Cum Laude

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**CERTIFIED IN** Adobe Photoshop CC / **LANGUAGES** English and Spanish

**SKILLS:** Experience design, rapid prototyping, design documentation, VR/AR game design, project management, collaboration, video editing, sketching, painting, storyboarding, graphic design, leadership

**TOOLS:** Unity Engine, Java, C, Python, PHP, HTML/CSS, Adobe Package (Photoshop, Premier Pro, Illustrator, InDesign), Procreate, Clip Studio Paint, Autodesk Maya, Autodesk Fusion 360, Microsoft Office (Word, Excel, PowerPoint)

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## PROJECTS

🔗 [Curtain Call](#) – *Producer / Experience Designer / Sound Designer*

August 2023 – December 2023

- Led a team of five to design and build an interactive installation for the CMU Drama production of *Lear*
- Ran team meetings and took notes, communicated with the client and outside resources, scheduled the project timeline, created presentations, designed the audio landscape of the project, and created branding and a trailer
- Collaborating with the designers to develop concepts and fabricate materials for the installation

🔗 [Intertwined](#) – *Experience Designer / Narrative Designer / Artist*

January – May 2023

- Designed an interactive, story-driven, location-based experience inside the Tepper School of Business with a team of six that evokes reflection by asking personal questions and recording stories
- Led the bluesky brainstorming sessions, created storyboards, wrote the dialogue, developed paper prototypes, and iterated on the experience based on various playtest results
- Created branding material and voice acted the experience, assisted making textures and installing the set

🔗 [CMU TPEG Escape Room](#) – *Artist / Experience Designer / Programmer*

Mar – April 2023

- Designed and built a puzzle that used a set of teacups that played different sound effects when pressed on platters with a team of three for Theme Park Engineering Group's "Escape from Wonderland" escape room for CMU's 2023 Spring Carnival, as well as helped set decorate
- Programmed the software in Unity that would interface with the interactive hardware elements, drew art assets that would be displayed on the screen, and installed the puzzle in the escape room

🔗 [Building Virtual Worlds – The Big Year](#) – *3D Artist / Experience Designer / Writer*

Nov – Dec. 2022

- Collaborated with a team of five to design and develop an experience using Unity within two-week sprint in the CAVE as one of five two-week VR/AR projects during the "Building Virtual Worlds" class
  - Modeled, textured, and animated 3D assets, illustrated graphics, constructed a "hot air balloon" basket, attached the basket to the motion platform, and themed the space
  - Wrote the storyline given by the tour guide character and performed for live guests during the ETC Fall Festival
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## EXPERIENCE

**CMU Theme Park Engineering Group Vice President of Internal Affairs**

May 2023 – Current

- Schedule and facilitate general body meetings as well as plan social events, such as the Attraction Design Jam
- Competed in the TMU Thrill Design Competition Invitational Round as a designer and artist and was commended for communication/presentation, creative skills, artistic illustration, and technology innovation
- Working with the club to create a simulator attraction for Spring Carnival and building a motion platform

**2D Art Instructor at CMU Pre-College's National High School Game Academy**

June – August 2023

- Constructed and taught a game development-focused 2D art curriculum for 83 high school students, teaching them Photoshop, Maya, Storyboarding, and 2D Animation
  - Produced slide decks, other graphics, blog posts, and promotional materials for the NHSGA program
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