

Angelinne Mendenhall

Interactive and Narrative Designer/ Creative Producer / Themed Experiences

[Portfolio at Angelinne.com](#) – me@angelinne.com – [LinkedIn](#)

EDUCATION

Carnegie Mellon University (CMU), Pittsburgh, PA

August 2022 – May 2024

Master of Entertainment Technology from the Entertainment Technology Center (ETC), with [recognition](#)

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

August 2019 – August 2022

Bachelor of Art in Computer Science / Graduated Magna Cum Laude

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

SKILLS: Experience design, rapid prototyping, design documentation, VR/AR game design, programming, fabrication script writing, sketching, painting, storyboarding, graphic design, production, playtesting

TOOLS: Unity Engine, Java, C, C#, GitHub, Perforce, HTML/CSS, Adobe Package (Photoshop, Premier Pro, Illustrator, InDesign), Autodesk Maya, Blender, Autodesk Fusion 360, Microsoft Office (Word, Excel, PowerPoint)

SELECT PROJECTS

@ [Curtain Call](#) – *Producer | Experience Designer | Sound Designer*

- 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 and edited the audio soundscape of the project
- Collaborated with the designers to develop concepts and fabricate materials for the installation

@ [Intertwined](#) – *Experience Designer | Narrative Designer | Artist*

- Designed and developed an interactive, story-driven, location-based experience for a client with a team of six that evokes reflection by asking personal questions and recording stories from guests
- 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

@ [Motion Simulator Ride](#) – *Experience Designer | Programmer | Leader*

- Designed and built the interactive game for the Theme Park Engineering Group's "Roller Coaster Tycoon Booth" motion simulator attraction for CMU's 2024 Spring Carnival
 - Programmed the software in Unity that would display the visuals guests would see, allow guests to customize their experience, and program the platform to move in sync with the game content
 - Assisted in the construction and exterior painting of the attraction
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WORK EXPERIENCE

Entertainment Technology Intern at Give Kids the World Village

June 2024 – August 2024

- Created an animatronic animation curriculum for the entire family at "Mayor Clayton's WonderLab," as well as several animatronic shows to greet guests as they enter, using Garner Holt animatronics
- Trained fifty volunteers in animatronic animation software, Showforge, and developed a streamlined approach for children to use the software to create their own animations
- Worked with guests and volunteers throughout opening to develop smoother long-term operations

Vice President at CMU Theme Park Engineering Group

May 2023 – May 2024

- Schedule and facilitate general body meetings as well as create branding and other graphic materials
- Competed in the TMU Thrill Design Competition sponsored by Universal Creative as a designer and artist. Commended for communication/presentation, creative skills, artistic illustration, and technology innovation

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

June 2023 – August 2023

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