

CHARLIE MACKIN

EXPERIENCE

ASSOCIATE GENER8TOR

(June 2018- September 2018)
Assisting the tech start up SpeechMED+ with, app testing, feature design, and project road-mapping

GRAPHIC DESIGN INTERN

KREATIVE SMITH
(Summer 2018)
Time tracking and project management, original creative designs, clean up and resizing work

GAMES RESEARCH ASSISTANT

DEPARTMENT OF EDUCATIONAL PSYCHOLOGY UMN
(October 2017- May 2018)
Assist in ongoing studies on how video and board games can be used in education, teach games to students and teachers

VICE PRESIDENT

VIDEO GAME DEVELOPMENT CLUB UMN
(September 2017- May 2018)
Day to day operations and special event planning, diversity outreach, educational presentations and workshops

PROJECT MANAGER

VIDEO GAME DEVELOPMENT CLUB UMN
(September 2016- May 2018)
Create and manage deadlines for semester project, facilitate communication between club departments and team leaders

GLITCH IMMERSION PROGRAM

(Winter 2015)
2-week intensive course that embeds classrooms in digital game companies, public institutions, and universities.

RECENT AWARDS

GLITCH POWER LEVELING
Professional development scholarship to GDC 2018
ASK AN INDIE INTERVIEW: TECHdotMN
DEAN'S LIST: FALL 2017

CONTACT

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EDUCATION

BACHELORS OF SCIENCE
UNIVERSITY OF MINNESOTA
MAJORS – PSYCHOLOGY & ART

SKILLS

- AGILE & SCRUM PROJECT MANAGEMENT
- GAME DESIGN
- ADOBE CREATIVE CLOUD
- LOGIC PRO X
- GRAPHIC DESIGN

RELEVANT CLASSES

- WORKPLACE PSYCHOLOGY
- INDEPENDENT RESEARCH IN VIRTUAL REALITY
- INDEPENDENT RESEARCH IN EDUCATIONAL GAMES
- STUDY ABROAD IN JAPAN
- ANIMATION