



ANNALIESA MANGAN

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ABOUT ME

I am a graduate student in TAMU's visualization program. I love learning new things and collaborating with a team on creative projects. My experience includes many areas of digital design work, including UI/UX, extended reality, graphic design, web design, and animation.

Skills

Design
Cinematography
Leadership
Teamwork
Market research

Software

Unreal Engine
Autodesk Maya
Blender
Adobe Suite
Unity

Coding

Python
Java
HTML, CSS, & Javascript
C#
Processing

Familiar With

Houdini
Substance Painter
Moho
Toon Boom Harmony

PROJECTS

Plunder - Virtual Production Short Film

10 Week Project - 2025, 6 Member Team

Unreal Engine, Adobe Suite

- Producer, 1st Assistant Director, Motion Graphics Artist
- Planned production timeline, created and maintained management docs, created motion graphics, ensured team members were equipped to do their jobs, found assets and resources, lead production check-ins,

Last Ride - 3D Animated Short Film

4 Month Project - 2024, 5 Member Team

Unreal Engine, Maya, Substance Painter, Adobe Suite

- Lead Layout and Lighting Artist, Project Manager, Modeling Artist, Character Animator.
- Designed Layout, Designed Lighting, modeled assets, developed effects, ran technical tests, assisted with animation and look development.

Once Upon a Time - 3D Animated Short Film

4 Month Project - 2023, 5 Member Team

Unreal Engine, Maya, Substance Painter

- Lead Layout and Lighting Artist, Lead Project Manager, Modeling Artist.
 - Designed lighting, designed layout, modeled assets, created textures and materials in Unreal Engine and Substance Painter.
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EXPERIENCE

Graduate Teaching Assistant, Texas A&M University, College Station, Texas

September 2025 - Present

- Manage online sections for Art History I class.
- Grade assignments, answer student questions, and monitor student group chat.
- Update documents for ADA compliance.

Immersive Design Intern, BadVR, Pacoima, CA (Remote)

June 2024 - January 2025

- Develop designs for user interface and user experience.
 - Work with engineering team to implement user interface designs.
 - Perform quality assurance tests on apps, develop testing plans.
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EDUCATION

Master of Science in Visualization

Texas A&M University,
College Station, TX
Expected graduation: May 2027
GPA: 4.0

Bachelor of Science in Visualization

Texas A&M University,
College Station, TX
December 2024
GPA: 3.8