Pierce McBride

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Atlanta, GA

Experience

Staff Engineer *Jul 2022 - Present*
ForeVR Games *Atlanta, GA*
- Promoted from Senior VR Engineer to Staff Engineer in Aug 2025
- Built Social Poker full stack in TypeScript, a real-time multiplayer Texas Hold'em game for Reddit, web and iOS: SolidJS and Three.js client, Cloudflare Workers with Durable Objects and WebSockets, Postgres, a shared game engine, AI moderation, tournaments, and an in-game store
- Built Rook Yea! full stack in TypeScript, a social chess game live on Reddit and the web: one SolidJS UI for web and Reddit's Devvit webview, Cloudflare Workers, Durable Objects, Postgres, Redis
- Shipped second-party VR projects with Meta in TypeScript with a custom engine on Horizon Worlds; our flagship game, Fire & Rescue, was highly rated and its core tech enabled 3 additional projects
- Hired to work on the company's 4 released live-service multiplayer VR sports titles in Unity and C#; on the LiveOps team, added new game modes to Cornhole and Pool, improving their customer rating by 15%

Lead Game Developer *Jul 2018 - Jul 2022*
Futurus/Amebous Labs *Atlanta, GA*
- Promoted from Software Developer to Lead Game Developer in Mar 2020
- Led a team of 3 developers on a gardening VR game for the Meta Quest from concept to release at Amebous Labs, Futurus' VR games brand
- Established new DevOps practices within the org, including package management, git workflows, unit tests and automated builds
- Architected interaction system, player locomotion, day/night system, UI systems, item data models, event systems
- Built the JLG AR App for iOS and Android on a team of 2 developers at Futurus, a work-for-hire XR development company
- Developed VR Super Bowl LII experience for United Way and provided technical support during event

Graduate Research Assistant *Jan 2017 - Dec 2017*
Georgia Institute of Technology *Atlanta, GA*
- Hired by the director of my graduate program department to work on a grant-funded VR puppetry project

Future Experiences Intern *Jun 2017 - Aug 2017*
Moxie *Atlanta, GA*
- Hired as a design/developer hybrid intern in the Future Experiences Lab at Moxie, a marketing company

Associate Game Designer *Jan 2015 - Jun 2016*
Disney *Los Angeles, CA*
- Designed multiple game projects concurrently, pitching each to Disney stakeholders for approval
- Worked with the external development studios that built the approved designs

Education

Georgia Institute of Technology | *GPA: 4.0* *Aug 2016 - May 2018*
Master | *Digital Media* *Atlanta, GA*

DePaul University | *GPA: 3.5* *Sep 2010 - May 2014*
Bachelor | *Games and Interactive Media Design* *Chicago, IL*

Skills

Technical: C#, TypeScript, JavaScript, Python, Lua, Unity, Cloudflare, Docker, Claude Code, Codex, MCP, Game Development, Software Architecture, Tools Development, AI-Assisted Development, Agentic Workflows, LLM-Powered Features
Interests: Cooking, Homelab, Dungeons and Dragons (DM), Games (Digital and Board), Audiobooks and Podcasts