



Pierce R McBride

UX & Interaction Designer

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 www.piercermcbride.com

EDUCATION

Georgia Institute of Technology
Atlanta, GA
Masters of Science in Digital Media
Expected Graduation May 2018

DePaul University
Chicago, IL
Bachelors of Science in Computer
Game Development
Graduated May 2014

SKILLS

Expertise

UX, Interaction Design, UI Design,
Game Design

Languages

C#, Lua, Javascript, HTML, CSS, PHP

Software

Unity, Photoshop, Illustrator,
InDesign, Sketch, Axure

Archiving

Performative Objects
Game Programming,
Interaction Design

2016-2017

Designed a system in Unity and the Vive for recreating and control puppets in VR. I worked with Dr. Michael Nitsche on this project and it later led into grant-funded GRA

Interview with a Robot

Front-End
Programming,
UX Design

2017

Designed and assisted with the development of a mock verbal interview experience with a NAO robot. We used Watson for natural language processing and conversation flow.

Finding Dory: Just Keep Swimming

Game Design,
Documentation

2016

Designed a mobile adaptation of Finding Dory targeted at children. Players guided Dory through levels inspired by scenes from the movie.

EXPERIENCE

Graduate Teaching Assistant

Georgia Institute of
Technology,
Atlanta, GA

January 2018 - Now

I'm currently a GTA for Professor Janet Murray at Georgia Tech. I teach the lab sections of a design course that teaches both design skills and development skills so students can create prototypes on their own.

Graduate Research Assistant

Georgia Institute of
Technology,
Atlanta, GA

January 2017 - December 2017

I was a GRA on a VR Puppetry NEH funded project. I'm implementing virtual versions real puppets in Unity in VR using the Vive. I've primarily been programming and contributing to the interaction design of the project.

Intern

Moxie,
Atlanta, GA

June 2017 - August 2017

I worked as a developer intern at the "Future Experiences" lab at Moxie, a digital marketing company. We would make prototypes with new technology to generate new business. I helped them develop a robotics and VR prototype.

Associate Game Designer/Intern

Disney Publishing
Worldwide,
Los Angeles, CA

January 2015 - June 2016

I worked as a Game Designer for Disney after college. My team primarily worked on kids mobile games, with development done externally. I would assist in ideation, prototyping, design documentation and occasionally oversee playtests

Director

iD Tech Camps,
Lake Forest, IL

June 2015 - August 2015

I worked as the Director of the iD Gaming Academy location in at Lake Forest College. I ran the day to day logistics of the camp, created the weekly schedule, managed the instructors as well as the students as needed.