

Pierce R McBride

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UX & Interaction Designer

Anticipated masters student graduate of Georgia Institute of Technology with 3 combined years of professional design roles, internship design roles and relevant coursework/research in digital media.

Skilled in user experience (UX) design, interaction design, game design, VR design, usability testing, playtesting, sketching, wireframing, high fidelity prototyping, Unity, Photoshop, Illustrator, InDesign, Axure, Sketch, C#, HTML/CSS, JS, Lua

Projects

In Perspective: Puppetry-Based Interfaces for Virtual Reality | 2018

Designed, developed and documented a puppetry-based VR design project for my Master's degree. In the project, I propose that VR interfaces lack examples of 3rd person interfaces, and puppetry can act as a design reference for new interaction models. I programmed a PID-based, physics interaction system using Unity/C# and wrote extensive documentation on the project.

100 Resilient Cities: Participatory Housing Violation Tracking | 2018

With a team of four, designed and developed a process and tool to assist westside Atlanta neighborhood residents with tracking housing code violations using Google Sheets. I acted as a design lead and did some development. I built presentations, designed low/high fidelity prototypes, and developed a photo-uploading system, Google Sheets integrations, and a data schema.

Experience

Graduate Teaching Assistant | 2018

Georgia Institute of Technology

- Taught HTML, CSS, JS, PHP and Axure to new students in the DM and HCI program
- Fielded technical questions from students during their coded prototyping projects

Graduate Research Assistant | 2017

Georgia Institute of Technology

- Acted as the sole developer and prototyper, using Unity and C#, for an NEH funded VR/Puppetry design grant
- Led 10+ research participants through an IRB study of the reported design

Future Experiences Intern | 2017

Moxie

- Led the design on a NAO/IBM Watson experiential prototype by establishing a writing process and developing prototypes
- Assisted on the development of a Twitch streaming VR game prototype by developing the menu system and art assets

Associate Game Designer | 2015-2016

Disney

- Led the design of a Finding Dory and Frozen kids mobile game. Assisted on the design of three additional kids mobile games
- Provided wireframes, sketches, documentation, usability scenarios, playtest notes and a design feedback for remote teams

Education

Georgia Institute of Technology | Expected Graduation 2018

Masters of Science in Digital Media, Pending GPA 4.0
Atlanta, GA

DePaul University | Graduated 2014

Bachelors of Science in Computer Game Development, GPA 3.522
Chicago, IL