

Pierce R McBride

UX & Game Designer

WEBSITE

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MOBILE

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SKILLS

Expertise: Game Design, Interaction Design, UX, UI
Languages: C# (Unity), Javascript, HTML, CSS
Software: Unity, Photoshop, Illustrator, InDesign, Sketch, Invision

PROJECTS

- PUPPETRY IN VR (DESKTOP)** 2016-2017
Game Programming
Game Design
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
- PLAYFUL PASTS (WEB)** 2016
Front-End Programming
Design/UX
Designed a free weekly email experience where users pick and play actual Apple II games from reviews and ads in a computer magazine from the era.
- DISNEY BUILD-IT: FROZEN (MOBILE)** 2016
Game Design
Documentation
Designed a builder game targeted at children using the Frozen franchise. Players build structures inspired by Frozen in a simplified, stepped process.
- DEBATABLE (BOARD GAME)** 2014
Game Design
Physical Game Design
Designed a card game where players compete to make (or make up) plausible associations between different concepts.
- INTO DARKNESS (WEB)** 2013
Game Design
2D Art
Designed a game where players wander a maze and avoids dark patches by performing OCD-like behavior. It was developed along three other games about mental health

EXPERIENCE

- GRADUATE RESEARCH ASSISTANT** January 2017
Georgia Institute of Technology
Atlanta, GA
I'm currently working as a GRA for the director of my program on a VR Puppetry project he's leading. I'm implementing a framework for simulating laser scans of real puppets in Unity in VR using the Vive. I've primarily been programming the framework and integrating the 3D scanned models into Unity, but I also contribute to the interaction design of the project.
- ASSOCIATE GAME DESIGNER/
GAME CONCEPT INTERN** January 2015 - June 2016
Disney Publishing Worldwide
Los Angeles, CA
I worked as a Game Designer on all projects that started within my group at Disney. We primarily worked on kids mobile games. Development was done with an externally, I would assist in ideation, prototyping, design documentation and occasionally oversee playtests
- DIRECTOR** June 2015 - August 2016
iD Tech Camps
Lake Forest, IL
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. I had previously taught at that and other iD Tech Camp locations.

EDUCATION

- GEORGIA INSTITUTE OF TECHNOLOGY**
Atlanta, GA
Masters of Science in Digital Media
Expected Graduation May 2018
- DEPAUL UNIVERSITY**
Chicago, IL
Bachelor of Science in Computer Game Development
Graduated May 2014