

Pierce R McBride

UX & Game Designer

WEBSITE

www.piercermcbride.com

EMAIL

piercermcbride@gmail.com

MOBILE

+1(314)882-6509

SKILLS

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

PROJECTS

- Puppetry in VR (Desktop)** 2016-2017
- Designed a system in Unity and the Vive for recreating and control puppets in VR in a naturalistic way. I worked with Dr. Michael Nitsche on this project and it later led into a grant to continue the project with laser scans of actual puppets.
- Playful Pastis (Web)** 2016
- 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. It was designed to replicate the experience of a games consumer from the early home computer era.
- Disney Build It: Frozen (iOS, Android)** 2016
- Designed a builder game targeted at children using the Frozen franchise. Players build structures inspired by Frozen in a simplified, stepped process designed to place the emphasis on the process of building, instead of resource management.
- Debatable (Card Game)** 2014
- Designed a card game where players compete to make (or make up) plausible associations between different concepts. Me and my teammates worked actively on the game for many months, culminating with showcasing it at IndyPopCon in Indianapolis.
- Into Darkness (Web)** 2013
- Designed a game where players wander a maze and avoids dark patches by performing ritualistic behavior. The game was meant as an allegory for obsessive compulsive disorder and was showcased among other games about mental health.

EXPERIENCE

- 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. I would assist in ideation, prototyping, design documents and monetization. Production was done with an external developer, and I would provide notes and feedback during these stages, as well as 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.
- INSTRUCTOR** June 2011 - August 2014 (Summers)
iD Tech Camps
Chicago/Lake Forest, IL
- I worked for nearly every summer in college as an instructor for various iD Tech Camps courses. I taught students ranging from 6-18 in game design, programming, graphic design and such. Classes lasted a week and ended with each student presenting a simple project to their parents.

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