

Keanan Pucci

Game Designer

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EXPERIENCE

Lead Designer & Developer — [Parallax](#), NY

APRIL 2019 - PRESENT

Collaborated with 40 partner teams of artists, engineers, designers, directors, producers, & others on the following projects:

Joined [Playstudios](#)' senior team of AAA veterans to design a [multiplayer, action, mobile AR game](#) offering real-world prizes

Built [Parallax](#), a MMO platform used by Meta, Comcast, Xfinity, & 10 more clients, with a worldbuilding toolset that makes it easy to design & host user generated spaces

Designed & developed mechanics for [Mary & the Monster](#), a multiplayer VR short. Ported it to Android & iOS AR apps, & created its offshoot VR game utilizing Emerge's [soundwave haptics](#)

Designed core features for a [MMO](#) spinoff of the Amazon Prime Video show [Upload](#), in collaboration with [Zerospace](#)

Directed the development of [Comic-Con@Home's game hub](#) for VR, PC, & Mac with curated content from 15 enterprise partners

Shipped [VeVe FTL](#), a MMO with 40,000 unique downloads featuring [VeVe](#) & XR artists' collectibles

Developed virtual production previsualization scenes & pipeline processes for Netflix & Duncan Studio [animated feature films](#)

Game Design Fellow — [Girls Make Games](#), CA

JULY 2019

Guided 2 teams of students to develop original games & give polished demo presentations

Designed & taught educational curriculum on game design principles & software specific skills

Collaborated with staff to perform administrative duties & foster a welcoming, tight knit community

Lead Designer & Developer — [Pratt BFDA Tektiles](#), NY

JUNE - AUGUST 2018

Created 2 [XR, mobile apps & sustainable products](#) with integrated electronics in this R&D program with teams of designers, researchers, engineers, & project managers

Led user research events with local community & created user journeys for 20+ product ideations

TOOLS

Unity
C#
Unreal Engine
Adobe Creative Suite
Figma
Miro
Lua
Maya
Github

SKILLS

Game Design & Development of:
Characters, Controls, Cameras, Levels,
Combat, Mechanics, Narratives, Quests,
Encounters, Audio, & Collectibles

Desktop, Mobile, Web, VR, & AR
Development

Iterative Prototyping

User-centered UI/UX Design & Research

Wireframing & User Flow Diagramming

Graphic Design & Illustration

Client & Team Management

Education & Curriculum Design

Event & Demo Coordination

PROJECTS

[Crater Creator](#)

Launch asteroids at a moon in a mobile, multiplayer, web game exhibited at the American Museum of Natural History

[Real AI's Humanity Academy](#)

A fast paced VR party game with a zany host, published on Steam

EDUCATION

New York University
Game Design BFA
Italian Studies Minor
September 2016 - May 2020