

Keanan Pucci

Game Designer Creative Technologist

New York University
Game Design BFA
May 2020
GPA: 3.72

(203)505-0365
keananpucci@gmail.com
keananpuccidesign.com

Projects

Real AI's Humanity Academy
A fast paced VR party game with a zany host, published on Steam

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

Skills

Game Design & Development of:
Characters, Controls, Cameras, Levels,
Combat, Mechanics, Narratives, Quests,
Encounters, Audio, and Collectibles
User-centered UI/UX Design & Research
VR, AR, Mobile, & Web Development
Iterative Prototyping
Client & Team Management
Wireframing & User Flow Diagramming
Education & Curriculum Design
Graphic Design & Illustration
Event & Demo Coordination

Tools

Unity
C#
Unreal Engine
Adobe Creative Suite
Maya
Lua
Arduino

Lead Designer & Developer

PARALLUX
April 2019-Present

Collaborated with teams of Engineers, Developers, Content Strategists, Product Managers, User & Technology Researchers, & others throughout the design processes of the projects listed below

Lead Developer of a multi-user, interactive world for the Prime Video TV Show Upload

Co-Technical Director of Comic-Con@Home's single-player hub for VR/PC/Mac with content from over 15 enterprise partners

Lead Developer of VeVe FutureTechLive!, a multi-user, fan world with 40,000 downloads

Developer & Designer of Mary and the Monster, a multi-user VR short that evolved into an Android & iOS AR experience, & a haptics-enabled VR game

Developer & Designer on a location based, 200+ user, mobile AR game offering real-world prizes

Virtual Production Previsualization & Pipeline Development for Netflix & Duncan Studio animated feature films

Lead Designer & Developer

PRATT BFDA
June-August 2018

Created XR-apps and products with teams of Industrial & Fashion Designers, Environmental Impact Researchers, Textile & Physical Computing Engineers, & Project Managers

The R&D program, Tektiles, created textile products focused on integrated electronics and sustainability

Led user research events with local community on the personal and societal impacts of technology

Created user journeys for 20+ product ideations before ultimately fabricating an AR jacket & a Performance Art Visualization insole

Game Design Instructor

GIRLS MAKE GAMES & iD TECH CAMPS
July 2019 & June 2017

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

Designed and taught educational curriculum on 3D modeling, level design, game design principles, & software specific skills to children ages 7-17

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