

Keanan Pucci

Game Designer Creative Technologist

New York University
Game Design BFA
May 2020
GPA: 3.72

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Projects

Mentally In Action

A VR narrative where you embody a Vietnam War veteran with PTSD

Real AI's Humanity Academy

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

Crater Creator (for the AMNH)

Launch asteroids at a moon in this multiplayer, mobile web game

Skills

Game Design & Development
VR, AR, Mobile, & Web Development
User-centered UI/UX Design & Research
Iterative Prototyping
Wireframing & UI Mockup Design
User Flow Diagramming
Education & Curriculum Design
Virtual Production Development
Client & Team Management
Graphic Design & Illustration
Event & Demo Coordination

Tools

Unity
C#
Unreal Engine
Adobe Creative Suite
Maya
Lua
Arduino

Lead Creative Technologist

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

Co-Technical Director of a single-player hub for VR/PC/Mac with content from over 15 enterprise partners (Comic-Con 2020)

Lead Developer of a multi-user, fan world with 40,000 downloads (VeVe FutureTechLive! 2021)

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

UX Developer & Designer on a location based, 200+ user, mobile AR game offering non-digital prizes

Virtual Production Visual Development & Pipeline Development (Netflix & Duncan Studio)

Lead UI/UX Designer

PRATT BFDA

June-August 2018

Lead UI/UX Designer & Programmer on teams of Industrial & Fashion Designers, Environmental Impact Researchers, Textile & Physical Computing Engineers, & Project Managers

The Tektiles program 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

July 2019

iD TECH CAMPS

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

Led camp-wide activities and routines

Collaborated with staff to foster a welcoming & tight knit community