

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
User-centered UI/UX Design & Research
VR, AR, Mobile, & Web Development
Character, Level, & Narrative Design
Iterative Prototyping
Client & Team Management
Wireframing & UI Mockup Design
User Flow Diagramming
Education & Curriculum Design
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

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, virtual convention with 40,000 downloads

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

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

Virtual Production Previsualization & Pipeline Development for animated feature films (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 & 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 foster a welcoming & tight knit community