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Konner Pierce

Education

B.S., Games, Interactive Media & Mobile Technology(2021 - 2025)

Boise State University, Boise, ID

Experience

GIMM Teacher Assistant and Peer Mentor(August 2022 - Present)

College of Innovation + Design at Boise State University, Boise, ID

- Assisted students in labs and in class with learning Unity, C#, troubleshooting, Augmented Reality, and video game design
- Gave tours and project demos to visiting schools and prospective students
- Taught small lessons on things like Unity, GitHub, and game design best practices

Geek Squad Consultation Agent(July 2023 - Present)

Best Buy, Boise, ID

- Provided troubleshooting for clients hardware and software issues.

Computer Sales Associate(July 2022 - July 2023)

Best Buy, Boise, ID

- Helped drive a positive customer experience by building relationships, exhibiting empathy, and providing solutions to their needs

Unity Plug-in QA Tester(May 2023 - July 2023)

PlusMusic.ai, Remote

- Leveraged my extensive knowledge and experience as a Unity developer to provide valuable feedback on the website and plugin, offering insights from the perspective of an end-user.
- Actively participated in team meetings, providing detailed reports on identified issues, and suggested solutions, actively contributing to the overall product development and improvement efforts.

Projects & Skills

Light City Chronicles(February 2022 - May 2022)

Interactive 2D Comic

- *Roles:* Lead Programmer, Lead Gameplay Designer, Lead Conceptor.
- *Skills:* Unity, C#, Interactivity Design, Gameplay Design, and Mobile Design.

