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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 with learning Unity, programming in C#, troubleshooting, Augmented Reality design, and video game design
- Assisted inside of GIMM 110 class with weekly lesson plans
- Gave tours and project demos to visiting schools and prospective students
- Taught small lessons on tools like Unity and GitHub

Computer Sales Associate(July 2022 - Present)

*Best Buy, Boise, ID*

- Helped drive a positive customer experience by building relationships, exhibiting empathy, and providing solutions to their needs
- Applied a high level of product knowledge and expertise through ongoing learning to enable an excellent customer shopping experience.
- Engaged customers using specialized Best Buy certifications and selling skills, to complete sales, drive profitable growth and achieve team/individual goals

## Projects & Skills

Light City Chronicles(02/2022-05/2022)

*Interactive 2D Comic*

- *About:* Light City Chronicles is a mobile interactive comic about the theory of light made inside of Unity.
- *Roles:* Lead Programmer, Lead Gameplay Designer, Lead Conceptor.
- *Skills:* Unity, C#, Interactivity Design, and Mobile Design.

Green Thumb(11/4/2022-11/11/2022)

*2D Precision Platformer*

- *About:* Green Thumb is a 2D platformer that was created in Unity for my first game jam.
- *Roles:* Lead Programmer, Lead Gameplay Designer, and Level Designer.
- *Skills:* Unity, C#, Level Design, Game Design, GitHub, and Gameplay Design.

