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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

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

Unity Plug-in QA Tester(05/2023 - 06/2023)  
*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 Chronicels(02/2022-05/2022)  
*Interactive 2D Comic*

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

Green Thumb(11/4/2022-11/11/2022)  
*2D Precision Platformer*

- *Roles:* Lead Programmer, Lead Gameplay Designer, and Level Designer.
- *Skills:* Unity, C#, Level Design, Game Design, GitHub, and Gameplay Design.

