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Konner Pierce

Education

B.S., Games, Interactive Media & Mobile Technology(2021 - 2025)
Boise State University, Boise, ID

Experience

Dev Team Developer(11/2023 - Present)
GIMM Works, Boise ID
- Collaborated in a team on real-world, client-specific projects
- Contributed to the design and development of video game and XR projects
- Engaged with clients to incorporate their feedback into project iterations
- Conducted extensive public QA testing to ensure project quality and accessibility

QA Tester(05/2023 - 06/2023) & (09/2023 - Present)
PlusMusic.ai, Remote
- Leveraged my extensive knowledge and experience as a Unity developer to provide valuable feedback on the plugin before the official launch on the Unity asset store
- Provided feedback on application and website usability and accessibility

GIMM Teacher Assistant and Peer Mentor(08/2022 - 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
- Mentored GIMM students for multiple projects during the design and creation process on project ideas, gameplay design, time management, project scope, code logic, debugging, UI design, artwork, and best practices
- Gave tours and project demos to visiting schools and prospective students
- Taught small lessons on Unity, GitHub, AI, AR, and game design best practices

Geek Squad Consultation Agent(07/2023 - Present)
Best Buy, Boise, ID
- Provided hands-on troubleshooting, problem-solving, and tech support for client's hardware and software issues for a wide variety of devices
- Built client relationships through IT knowledge, services, and honesty

Projects & Skills

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

Interactive 2D Comic
- *Roles:* Lead Programmer, Lead Gameplay Designer, Scrum Master
- *Skills:* Unity, C#, Interactivity Design, Gameplay Design, Scrum, Problem Solving, and Mobile Design

Destruction VR(09/2023-Present)

VR Rage Room
- *Roles:* Solo Developer
- *Skills:* Unity, Virtual Reality, Meta Quest Development, C#, VR Interactivity Design, VR Gameplay Design, Maya, Problem Solving, and Gameplay Loops

Elk Quest(09/2023-11/2023)

VR Elk Skinning Simulator for Idaho Fish & Game
- *Roles:* Game Designer, QA Analyst, Gameplay Tester
- *Skills:* Unity, Virtual Reality, Meta Quest Development, C#, VR Gameplay Design, GitHub, QA, and Problem Solving

Temporal Tide(11/3/2023-11/10/2023)

Game Jam Paradox Space Pirate Game
- Roles: Project Manager, Coder
- Skills: Unity 3D, Project Management, C#, GitHub, Trello, and Game Design