

# ALEC McCLURE

*Curriculum Vitae*

.com

299 Schaefer Street #2F  
Brooklyn, NY 11237  
+1 (972) 979 0252  
alexander.mcclure@gmail.com

Creative artist and professional with major skill concentrations in software and web development, digital design, photography and education. Also, experienced in media research and emerging immersive media technologies, such as VR.

## TEACHING EXPERIENCE

- 2015-** **Assistant Professor of Game Design**  
*Hostos Community College - City University of New York, Bronx, NY*
- 2015** **Part-time Lecturer (Creative Computation Lab)**  
*Parsons School of Design, New York, NY*
- 2014-2015** **Teaching Assistant (Creative Coding - Processing and Arduino)**  
*Parsons School of Design, New York, NY*  
Assisted inside the classroom and in 1-on-1 meetings with students.
- 2014** **Code Teaching Fellow (Creative Coding - Processing)**  
*Parsons School of Design, New York, NY*  
Taught an intensive 3 week graduate-level course that served as an intro to the Processing programming language and object-oriented programming.

## PROFESSIONAL AND RESEARCH EXPERIENCE

- 2009-** **Freelance / Independent**, New York, NY  
Design Consultancy *Art&Article*  
Photography / Digital Media *HASH Mag.*, *Demotix*, *Seamless*, *Security Management Mag.*  
Graphic Design *Urban Dreamscapes*, *Subjective Ideal*, *After Dark*
- 2015** **Front-End Web Developer** (summer)  
*Try The World*, New York, NY
- 2014-2015** **Graduate Research Assistant**  
*gadgITERATION*, New York, NY  
Developed curriculum for high school students to learn coding and basic circuitry; under Louisa Campbell.
- 2014** **Graduate Research Assistant**  
*Parsons School of Design in collaboration with Maker Academy*, New York, NY  
Developed interactive demonstrations of physics concepts in Processing as an intro to coding logic for high school students at Maker Academy; under Sven Travis.
- 2011-2012** **Market Research Analyst**  
*CoxReps*, New York, NY  
Analyzed quantitative survey data from Nielsen and created demographic trend projections for various media markets.

## EDUCATION

- 2015** **Master of Fine Arts, Design and Technology**  
*Parsons School of Design*, New York, NY  
GPA 3.93 / University Merit, Dean's Merit Scholarships  
Thesis Studio Faculty: Marko Tandefelt, Christopher Romero  
Thesis Writing Faculty: Loretta Wolozin, Ethan Silverman
- 2009** **Bachelor of Arts, Communication - Media Production**  
*University of Houston*, Houston, TX  
Minor in Studio Arts focusing on Photography and Digital Media  
Graduated with Honors, Cum Laude

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## TECHNICAL SKILLS

- Development** C/C++, C#, OpenFrameworks, Processing (Java), Arduino, Raspberry Pi, OpenCV, HTML 5, CSS3, Sass/SCSS, JavaScript, jQuery, Node.js, GNU/Linux, Git, CMS
- Design Software** Adobe CC (Photoshop, Lightroom, Illustrator, InDesign, Premiere, After Effects), Unity, Maya, Blender, Audacity, Sketchup, GIMP, Inkscape
- Addl. Skills** Wireframing, Prototyping, Concept Design, UX Design, Photo Retouching, Physical Computing, Photojournalism, Game Development, Market Research, Analytics

## HONORS, EXHIBITIONS, ETC.

- 2016** Playcrafting NYC Halloween Game Expo, New York, NY
- 2016** Parsons Design & Technology Job Forum 2016 (Panelist), New York, NY
- 2016** 2016 CUNY Film Festival (Juror), New York, NY
- 2015** American Museum of Nat. History Hack the Dinos (Participant/Presenter), New York, NY
- 2015** NYC Media Lab Annual Summit Demo Day, New York, NY
- 2015** Designing Multiplicity, New York, NY  
MFA Design & Technology Thesis Exhibition and Symposium
- 2015** Parsons Gala, New York, NY  
2nd Annual Art Exhibition and Auction
- 2015** SXSW Student Work-The New School, Austin, TX
- 2015** VR101 with the Oculus Rift, New York, NY  
Workshop given for Parsons' Dorkshop
- 2014** NYC Media Lab Annual Summit Demo Day, New York, NY
- 2014** Photo Editing Workflow in Lightroom and Photoshop, New York, NY  
Workshop given for Parsons' Dorkshop
- 2014** Digital Pathologies, Paris, France  
Public Presentation for Metaverse Workshop at NUMA-Paris
- 2014** China-US Young Maker Competition Finalist, New York, NY / Beijing, China
- 2011** Dwell World Views Competition, 2nd Place
- 2007** UH Student Exhibition, Blaffer Gallery, Houston, TX

## PUBLISHED WORKS

- Print** After Dark (Book, 2016), The Elks Magazine (Magazine, June 2013), Security Management Magazine (June 2012), HASH (Quarterly Magazine, regular contributor), Subjective Ideal (Book, 2012), Dwell (Magazine, Sept. 2011), Dwell World Views (Book, 2011), Urban Dreamscapes (Book, 2010)
- Web** The Guardian, Kill Screen Magazine, Seamless, Consumerist, First Data Corp., Swamplot, Odyssey Networks, For The Love Of Brooklyn, Gothamist, Design Trust for Public Space, Houstonist

## PROFESSIONAL AFFILIATIONS

- 2016-** Higher Education Video Game Alliance (HEVGA)
- 2015-** International Game Developers Association (IGDA)
- 2015-** Interaction Design Association (IxDA)