

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
- 2014** Code Teaching Fellow (Creative Coding - Processing)
Parsons School of Design, New York, NY

PROFESSIONAL AND RESEARCH EXPERIENCE

- 2009-** Freelance / Independent Designer, Photographer, New York, NY
Clients Include: Art&Article, Demotix/Corbis Images, Seamless
- 2015** Front-End Web Developer (summer)
Try The World, New York, NY
- 2014-2015** Graduate Research Assistant
gadgITERATION, New York, NY
- 2014** Graduate Research Assistant
Parsons School of Design in collaboration with Maker Academy, New York, NY
- 2011-2012** Market Research Analyst
CoxReps, New York, NY

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
- 2009** Bachelor of Arts, Communication - Media Production
University of Houston, Houston, TX
Minor in Studio Arts. Graduated with Honors, Cum Laude

PROFESSIONAL AFFILIATIONS

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

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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

EXHIBITIONS AND HONORS

- 2018 Unique Viewpoint, Fredericksburg Center for the Creative Arts Gallery, Fredericksburg, VA
2017 Playcrafting NYC Winter Play Game Expo, Microsoft, New York, NY
2017 People's Choice Salon Show, Greenpoint Gallery, Brooklyn, NY
2016 Playcrafting NYC Halloween Game Expo, Microsoft, New York, NY
2015 NYC Media Lab Annual Summit Demo Day, New York, NY
2015 Designing Multiplicity, MFA Design & Technology Thesis Exhibition, New York, NY
2015 2nd Annual Parsons Gala Art Exhibition and Auction, New York, NY
2015 SXSW Student Work-The New School, SXSW, Austin, TX
2014 NYC Media Lab Annual Summit Demo Day, New York, NY
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

WORKSHOPS, PUBLIC SPEAKING AND REPUTATION

- 2018 "Educators Soapbox," Game Developers Conference, San Francisco, CA
2018 "Games for Engagement," "Mastering Tedium: Learning from Alternate Design Practices," CUNY Games Conference 4.0, New York, NY
2017 "Twine in the Classroom," EdTech Innovation Celebration, Bronx, NY
2016 "Transforming Distance," Hostos Tertulia Series, Bronx, NY
2016 Parsons Design & Technology Job Forum 2016 (Panelist), New York, NY
2016 2016 CUNY Film Festival (Juror), New York, NY
2015 "Hack the Dinos" (Participant/Presenter), American Museum of Nat. History, New York, NY
2015 "VR101 with the Oculus Rift," Parsons Dorkshop, New York, NY
2014 "Photo Editing Workflow in Lightroom and PS," Parsons Dorkshop, New York, NY
2014 "Digital Pathologies of the Metaverse," NUMA-Paris, Paris, France

PUBLISHED WORKS AND PUBLICITY

- 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