# ALEC McCLURE
*Curriculum Vitae*
.com

299 Schaefer Street #2F
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alexander.mcclure@gmail.com

Multidisciplinary artist and designer 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 and AR.

## 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, HASH Magazine*

**2015** **Front-End Web Developer**
*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

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|---|---|
| **Development** | C/C++, C#, OpenFrameworks, Java, Arduino, Raspberry Pi, OpenCV, GNU/Linux, HTML 5, CSS3, Sass/SCSS, JavaScript, jQuery, Node.js, 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

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| **2018** | **The Earth Speaks,** ARTSPACE Gallery, Stroudsburg, PA |
| **2018** | **Unique Viewpoint,** Fredericksburg Center for the Creative Arts Gallery, Fredericksburg, VA |
| **2017** | **Winter Play Game Expo**, Playcrafting NYC/Microsoft, New York, NY |
| **2017** | **People's Choice Salon Show,** Greenpoint Gallery, Brooklyn, NY |
| **2016** | **Halloween Game Expo**, Playcrafting NYC/Microsoft, New York, NY |
| **2015** | **Annual Summit Demo Day**, NYC Media Lab, New York, NY |
| **2015** | **Designing Multiplicity,** Parsons School of Design, New York, NY |
| **2015** | **2nd Annual Parsons Gala Art Exhibition/Auction,** Parsons School of Design, New York, NY |
| **2015** | **SXSW Student Work-The New School**, SXSW, Austin, TX |
| **2014** | **Annual Summit Demo Day**, NYC Media Lab, New York, NY |
| **2014** | **China-US Young Maker Competition Finalist**, New York, NY / Beijing, China |
| **2011** | **Dwell World Views Competition**, Runner Up, Dwell Magazine |

## WORKSHOPS, PUBLIC SPEAKING AND REPUTATION

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|---|---|
| **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 Photoshop**,**"** Parsons Dorkshop, New York, NY |
| **2014** | **"Digital Pathologies of the Metaverse,"** NUMA-Paris, Paris, France |

## PUBLISHED WORKS AND PUBLICITY

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|---|---|
| **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 |