Pierce McBride

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WORK EXPERIENCE

ForeVR Games
July 2022 – Present
Senior VR Engineer — *Atlanta, GA*
- ForeVR Games is a fully-remote VR game studio that focuses on live service sports titles for the Meta Quest.
- Working on an firefighting live service multiplayer game in Horizon Worlds and another unreleased game for the platform simultaneously. I spearheaded a workflow and shared code repositories used by both games
- Previously, I worked primarily on the liveops team maintaining and improving the company's 4 released games
  - Added new game modes to Cornhole and Pool, which improved the latter's rating by 15%
  - Improved the shared submodules with enhanced permissions integration and feature flags
- Worked on the team that ported Bowling and Pool to Steam to increase sale and streaming content

Futurus/Amebous Labs
July 2018 – July 2022
Various Engineering and Leadership Roles — *Atlanta, GA*
Lead Game Developer — *March 2020 - July 2022*
- Worked at Amebous Labs, a separate brand formed under Futurus to make VR games
- Led a team of at-max 3 developers on a gardening VR game for the Meta Quest from concept to release
- Established new DevOps practices within the organization, including packages, git, unit tests and automated builds
Software Developer — *July 2018 - July 2022*
- Futurus is a software development company that specializes in work-for-hire XR projects
- Worked on a team of 2 developers on the JLG AR App for iOS and Android

Georgia Institute of Technology
January 2017 – December 2017
Graduate Research Assistant — *Atlanta, GA*
- Hired by the director of my graduate program department to work on a grant-funded VR puppetry project

Moxie
June 2017 – August 2017
Future Experiences Intern — *Atlanta, GA*
- Hired as an design/developer hybrid intern in the Future Experiences Lab at Moxie, a marketing company.

Disney
January 2015 – June 2016
Associate Game Designer — *Los Angeles, CA*
- Worked as a game designer on multiple projects at once, most of which were pitched, designed and approved by stakeholders at Disney and built by external development studios

EDUCATION

Georgia Institute of Technology
May, 2018
Masters of Science in Digital Media — *Atlanta, GA*
- GPA 4.0, worked as either a research or teaching assistant for multiple professors in the department

DePaul University
May, 2014
Bachelor's of Science in Games and Interactive Media Design — *Chicago, IL*
- GPA 3.522, on the leadership team for DePaul Dodgeball Club and DePaul's gaming club DeFRAG

SKILLS & INTERESTS
- **Skills:** C#, Typescript, Javascript, Python, Lua, Unity, Game Development, Software Architecture, Tools Development
- **Interests:** Cooking, Dungeons and Dragons (DM), Games (Digital and Board), Audiobooks and Podcasts