

Konner Pierce

Education

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

Experience

Project Coordinator(2/2025 - Present)

Web Markets, Boise, ID

- Managed multiple teams and projects using Monday.com, ensuring deadlines and deliverables were met.
- Created and assigned tasks, tracked progress, and facilitated cross-team collaboration.
- Acted as a liaison between clients and development teams, streamlining communication.
- Conducted QC testing to ensure product quality before delivery.

Project Manager & Unity Developer(11/2023 - Present)

GIMM Works, Boise, ID

- Collaborated on client-specific projects, ensuring timely delivery and adherence to specifications.
- Managed project timelines, assigned tasks, and facilitated communication between designers, developers, and clients.
- Designed and developed video games and XR experiences, incorporating client feedback and technical requirements.
- Conducted public QA testing to gather feedback and improve product quality, performance, and accessibility.

Unity VR Developer(11/2024 - 3/2025)

Boise State University, Boise, ID

- Designed and implemented realistic interactive simulations for chemistry experiments, improving educational engagement.
- Developed systems for real-time contamination tracking and accurate object placement to simulate real-world lab conditions.
- Worked closely with educational specialists to refine simulations for accessibility and usability based on testing feedback.

QA Tester(05/2023 - 06/2023) & (09/2023 - 06/2024)

PlusMusic.ai, Remote

- Provided detailed feedback on Unity plugins, applications, and website accessibility.
- Supported pre-launch testing to ensure plugin readiness for the Unity Asset Store.

Projects

Hunter Safety VR(11/2024 - Present)

Roles: Project Manager, VR Developer

- Designed a VR hunting safety simulation for 12 state fish & game departments, featuring AI-driven wildlife behavior and firearm safety mechanics.

Chem VR(12/2024 - Present)

Roles: VR Developer

- Developed a VR chemistry lab training experience for USC students, integrating realistic physics-based interactions and an intuitive UI for accessibility.

Microchip Makers(07/2024 - 09/2024)

Roles: Project Manager, Solo Developer, Designer

- Built a VR semiconductor manufacturing simulator with animated 2D educational content to teach chip production processes.

Gods and Shadows(12/2023- 02/2025)

Roles: Lead Developer, Designer

- Created in collaboration with Make-A-Wish, Gods and Shadows is a game mixing JRPG story elements, turn-based combat, and randomly generated maps to explore.

Virtual Rampage(09/2023 - 12/2023)

Roles: Project Manager, VR Developer, 3D Artist, Designer

- Developed a physics-based VR rage room experience with destructible objects and interactive gameplay mechanics.

Vocab Verse(04/2024 - 04/2024)

Roles: Project Manager, Developer

- Created an AR iOS app using ARKit and speech-to-text technology to support vocabulary learning for students with disabilities.

Skills

Development Tools & Platforms:

- Unity, Meta Quest, Github ARKit, Xcode, Blender, Maya, UE5

Programming Languages:

- C#, Swift, HTML, CSS, JavaScript

Design & Development:

- VR Gameplay, Interactivity, Game & Level Design, Asset Creation, VFX

Project Management:

- Agile, SCRUM, Kanban, QA, Problem-Solving, Critical Thinking, Teamwork, Communication, Planning, Leadership, Time Management