

Kacey Eichen

Programmer

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Producer

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Designer

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Career Objective

Seeking spring 2018 internship. Creating immersive spaces and attractions that tell a story while using new technologies and collaboration in **Themed Entertainment**.

Education

Carnegie Mellon University Entertainment Technology Center, Pittsburgh, PA
Master of **Entertainment Technology**, May 2018

Austin College, Sherman, Texas

BA: **Computer Science** and **Eastern Asian Languages and Cultures**, May 2016

Related Coursework: Game Design & Aesthetic, Creative Writing, Programming, Japanese

Skills

Unity, Java, C#, Python, Eclipse, Photoshop, PowerPoint, Word, Excel

Foreign Languages

Near fluent in Japanese (8 years experience)

Notable Projects

StarGazer, *Producer and Designer, ETC*; Pittsburgh, PA—Spring 2017

Working with Give Kids The World to create an enhanced interactive installation that provides kids with a unique pillow that can be used to store their memories both at the village and when they return home while modifying the space to create a more magical experience

Building Virtual Worlds, *Programmer, Producer, and Teaching Assistant, ETC*; Pittsburgh, PA—Fall 2016

Worked in small teams to create five playable prototype worlds using Oculus, HTC VIVE, Leap Motion, Kinect, Arduino, and physical props

-Honed communication, teamwork, leadership, Quick Learning and iteration skills

-Developed skills working with new technology and rapid prototyping

-Created multiple virtual reality games, as well as an immersive escape room-style experience

Virtual Landscape Simulation Developer, *Taking Shape: Perspectives on Asian Bronze Exhibit, Crow Collection of Asian Art*; Dallas, Texas – Spring 2013

Created a virtual landscape of Tibet using Maya and Unity for a museum installation

-Worked in a team of 3-6 people to tell a story in an immersive space using an iPad

2D/3D Game Developer, *Austin College*; Sherman, Texas — January 2013

Designed and developed several computer games using Unity as part of a 2-4 person team

Work Experience

Universal Creative, *Intern*; Orlando, Florida— Summer 2017

Created and programmed interactive prototypes for an upcoming project

-Created mockups, both physical and digital

-Managed playtesting efforts for specific guest interactions as well as overall experience

-Focused on production, design, and programming style work

Research Experience for Undergraduates, *North Carolina State University*; Raleigh, North Carolina— Summer 2015

Used Unity to create a User Interface for Liquid Narrative Group and began research for comprehending visualizations of narrative through maps

RuffaloCODY, *Austin College*; Sherman, Texas – April 2014 to April 2016

Outreach Student Call Center: responsible for contacting and communicating with perspective students, alumni, and parents of current students to discuss Austin College as an institution

Other Skills

Dive Master: certified as professional PADI scuba diver

Personal Projects

Disney Imaginations Competition, *Team Leader*— Fall 2016

Worked in a team of 4 to submit a pitch for an outdoor space that can be utilized as an escape for daily campus life