

Jack McClain

summary

A multi-talented designer, with an extensive background working in diverse, interdisciplinary teams, with a passion for combining research, rapid prototyping, playtesting, and co-design to create transformational experiences.

contact

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education

CARNEGIE MELLON UNIVERSITY (CMU) Pittsburgh, PA
Entertainment Technology Center (ETC) May 2021
Master of Entertainment Technology

OHIO STATE UNIVERSITY Columbus, OH
BS Design | BA History 2019

Relevant Coursework: Production and Leadership, Experiential Futures, Design Futures, Building Virtual Worlds, Exhibit Design Studio, Games and Mental Health

Technical Skills: Adobe CC, Unity, Maya, Solidworks, Keyshot, Microsoft Office, Google Suite, Source Control (Perforce), Trello, Zoom, OBS

academic projects

DESIGNER PRODUCER

Amuseum, ETC
Spring 2021

Background: Created an augmented reality installation inspired by Rube Goldberg's cartoons for the Children's Museum of Pittsburgh's MuseumLab.

- Designed a multi-user experience using ARENA tech platform and Raspberry Pi
- Managed client relations through weekly updates and feedback sessions
- Composed deliverable documentation and maintained notes and agendas
- Oversaw creative direction to a multi-disciplinary team of artists and programmers

PRODUCER DESIGNER

CloudWorks, ETC
Autumn 2020

Background: The ETC Fall Festival which showcases student work every year to industry professionals, alumni, faculty, family, and prospective students needed restructuring as a remote event.

- Built a one off, original MMO platform to adapt a remote event that showcases student work for over 600 potential employers, alumni, and faculty.
- Coordinated and hosted a day-long livestream of the event for over 1000 viewers
- Secured and documented weekly playtests for experience and network stability
- Managed input of and communicated with stakeholders of high visibility event

DESIGNER

EmpowerUp, ETC
Spring 2020

Background: NYU's Game Center was planning new curricula involving allyship and activism within the games industry which required a 2-hour workshop addressing such issues in networking scenarios

- Leveraged Zoom and Google Slides to create and lead a co-design research activity intended to find future solutions for better, more inclusive networking events
- Educated future instructors on the processes involved in running the workshop
- Pro-produced an educational in-person social deduction simulation game
- Investigated and identified the key issues and necessary elements of the topic space

internship and other experience

CROSS CULTURAL IMPACT JAM

Games for Change
Spring 2021

- Week long transformational game jam with a team spread across the three continents
- Won the award for Most Creative Game with Automated Days, a work simulator which forces the player to confront the looming threat of automation for blue-collar workers

GRADUATE TA

Intro to Game Design
Spring 2021

- Organized and graded work for a 22 student Introduction to Game Design course
- Coordinated with students and faculty to prepare logistics for each class period

LEAD GAME DESIGN TA

NHSGA
Summer 2021

- Structured a game design curriculum and assignments for 98 high school students interested in game development, teaching 30 classes remotely over Zoom throughout the program
- Personally mentored 5 students and 20 project teams, providing feedback and instruction