

# Kacey Eichen

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Programmer  
Producer  
Designer

[kacey.eichen@gmail.com](mailto:kacey.eichen@gmail.com)  
(832) 623-5286  
[kacey.eichen.wixsite.com/home](http://kacey.eichen.wixsite.com/home)

## Career Objective

*Seeking summer 2017 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 and Producer, 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

**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

## Awards

**TEA NextGen Summit Scholarship**, *Recipient*— Spring 2017

Recipient of scholarship offered to select participants for the Themed Entertainment Association Summit