

Kacey Eichen

Programmer
Producer
Designer

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Career Objective

Seeking spring 2018 internship. My passion is creating **interactives** using new technologies in theme parks for guests to feel immersed and a part of that story.

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

Skills

Unity, Java, C#, Python, Eclipse, Photoshop, Microsoft Office Suite

Foreign Languages

Advanced Japanese (8 years experience)

Platforms

HTC VIVE, Leap Motion, CAVE, Omni, Kinect, Arduino, Oculus

Work Experience

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

Created and programmed interactive prototypes for an upcoming project

-Created mockups, both physical using paper and digital using Unity on multiple platforms

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

-Focused on production, design, and programming style work

Building Virtual Worlds, *Teaching Assistant*, Carnegie Mellon University; Pittsburgh, PA— Fall 2017

Organized and managed annual fall festival showcasing over 14 virtual and augmented reality projects on multiple platforms as well as teaching and mentoring 78 students with a team of 13 TA's

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

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

Flower Power, *Producer, ETC*; Pittsburgh, PA— Fall 2017

Working with Steenrod Elementary School to create an experience that aims to teach students in 4th and 5th grade about leading sustainable lives and their impact on their community and planet. Focusing on engaging gameplay, players learn about ecology, and everyday actions they can take to live more green lives in an iPad based interactive app.

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