

PIERCE MCBRIDE

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ATLANTA, GA

EXPERIENCE

Staff Engineer

Jul 2022 - Present

ForeVR Games

Atlanta, GA

- Promoted from Senior VR Engineer to Staff Engineer in Aug 2025
- Building a web-based Texas Hold'em poker game for Reddit at ForeVR, a fully-remote studio focused on sports titles and contract development — live on web, with mobile in development
- Shipped second-party projects in partnership with Meta; our flagship game, Fire & Rescue, was highly rated on the Horizon Worlds platform and its core tech enabled 3 additional projects at the company
- Maintained and improved the company's 4 released sports titles on the LiveOps team
- Added new game modes to Cornhole and Pool, which improved their customer rating by 15%
- Worked on the team that ported Bowling and Pool to Steam to increase sales

Lead Game Developer

Jul 2018 - Jul 2022

Futurus/Amebous Labs

Atlanta, GA

- Promoted from Software Developer to Lead Game Developer in Mar 2020
- Led a team of 3 developers on a gardening VR game for the Meta Quest from concept to release at Amebous Labs, Futurus' VR games brand
- Established new DevOps practices within the org, including package management, git workflows, unit tests and automated builds
- Architected interaction system, player locomotion, day/night system, UI systems, item data models, event systems
- Built the JLG AR App for iOS and Android on a team of 2 developers at Futurus, a work-for-hire XR development company
- Developed VR Super Bowl LII experience for United Way and provided technical support during event

Graduate Research Assistant

Jan 2017 - Dec 2017

Georgia Institute of Technology

Atlanta, GA

- Hired by the director of my graduate program department to work on a grant-funded VR puppetry project

Future Experiences Intern

Jun 2017 - Aug 2017

Moxie

Atlanta, GA

- Hired as a design/developer hybrid intern in the Future Experiences Lab at Moxie, a marketing company

Associate Game Designer

Jan 2015 - Jun 2016

Disney

Los Angeles, CA

- Designed multiple game projects concurrently, pitching each to Disney stakeholders for approval
- Worked with the external development studios that built the approved designs

EDUCATION

Georgia Institute of Technology | GPA: 4.0

Aug 2016 - May 2018

Master | Digital Media

Atlanta, GA

DePaul University | GPA: 3.5

Sep 2010 - May 2014

Bachelor | Games and Interactive Media Design

Chicago, IL

SKILLS

Technical: C#, TypeScript, JavaScript, Python, Lua, Unity, Cloudflare, Docker, Game Development, Software Architecture, Tools Development

Interests: Cooking, Dungeons and Dragons (DM), Games (Digital and Board), Audiobooks and Podcasts