

Konner Pierce

Professional Summary

Creative Producer and Project Manager with a hands-on technical background in Unity, C#, XR, web, and mobile development. Experienced guiding multidisciplinary teams from concept through launch by translating creative goals and technical constraints into clear scope, schedules, budgets, and shippable experiences.

Education

B.S., Games, Interactive Media & Mobile Technology (2021 - 2026)
Boise State University, Boise, ID

Experience

Digital Producer (4/2026 - Present)

Curious Media, Nampa, ID

- Produce and deliver interactive games, web experiences, and XR projects for educational and commercial clients, managing scope, schedules, budgets, tasks, milestones, and deliverables across multidisciplinary teams.
- Lead internal and client communication; review builds, prototypes, and creative deliverables for usability, performance, brand alignment, and polish; support discovery, proposals, and early production planning

Junior Digital Producer (5/2025 - 4/2026)

Curious Media, Nampa, ID

- Supported interactive games and XR productions by managing tasks, schedules, feedback, and milestone deliverables while coordinating updates between internal teams and stakeholders.
- Reviewed builds and prototypes for usability, performance, design, brand alignment, and quality; contributed hands-on Unity/XR insight and independently produced smaller projects while supporting larger-scale productions

Project Coordinator (2/2025 - 5/2025)

Web Markets, Boise, ID

- Coordinated concurrent client web projects in Monday.com by creating tasks, tracking dependencies, and aligning development teams with client priorities.
- Facilitated cross-team communication and conducted pre-delivery QC to keep milestones and deliverables on schedule.

Project Manager & Developer (11/2023 - 5/2025)

GIMM Works, Boise, ID

- Managed client-facing games and XR experiences while contributing Unity and C# development, resource planning, requirements documentation, and stakeholder communication.
- Integrated client and playtesting feedback, optimized technical performance, and guided projects through final delivery and handoff.

Unity VR Developer (11/2024 - 3/2025)

Boise State University, Boise, ID

- Developed interactive VR and WebGL simulations with responsive interactions, realistic environments, and accessible user interfaces.
- Communicated progress and technical challenges to stakeholders and worked with educational specialists to refine experiences through testing feedback.

Projects

The Count-y Fair (07/2025 - 02/2026)

Role: Producer

- Co-produced the PBS KIDS early-math game from GDD and wireframes through Gold and launch, coordinating design, feedback, QA, and SFX; reached 8.1M+ plays and became a 2026 GEE! Learning Game Awards finalist.

Gus's Nuclear Adventure (10/2025 - 6/2026)

Role: Creative Producer & Project Manager

- Produced a Meta Quest 3 educational VR experience from kickoff through Gold, aligning scope, schedule, design, development, client reviews, and final acceptance.

Phoebe & Jay Games Suite (05/2025 - 08/2026)

Role: Creative Producer & Project Manager

- Co-produced Signs & Seek from Alpha 1 through launch, including substantial level redesigns, and supported Dance Party's release; the games reached nearly 16M plays within four months.

Microchip Makers VR (07/2024 - 09/2024)

Role: Project Manager, Solo Developer, Designer

- Managed, designed, and developed a Quest semiconductor simulation implemented in dozens of Idaho schools and awarded a 2025 Serious Play Silver Medal.

Skills

Project & Production Management: Agile, Scrum, Kanban, Waterfall, scoping, budgeting, scheduling, roadmaps, risk management, stakeholder communication, and cross-functional leadership.

Tools & Technology: Monday, Productive, Teamwork, Trello, Unity, GitHub, Meta Quest, C#, HTML/CSS/JavaScript, Swift, and Xcode.