

# Donald Dunbar

VR & UX DESIGN

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## STATS

### PERSPECTIVE & EMPATHY

Designing immersive environments requires the ability to understand the total human experience for as many humans are alive. I understand this.

### KALEIDOSCOPIIC CREATIVITY

Creation is more than content generation, innovation is more than novelty, and experience is more than titillation. I know the difference.

### PASSIONATE COMMUNICATION

To do their best work, not only must a team understand the project, they must find a way to feel passionate about it. I help them.

## SOFTWARE

Unity (2 years)  
C# (2 years)  
Photoshop (10 years)  
Illustrator (2 years)  
Premiere (2 years)  
Ableton Live (5 years)  
C4D (6 months)  
& (a bunch) more

## ACHIEVEMENTS

### RECREATIONAL DREAMING (SHIPS JANUARY 2018)

- > Designed (game, experience, sound) a commercially released "sleepwalking simulator" for the HTC Vive
- > Did all Unity and C# work, as well as created hundreds of visual and audio assets
- > Completed last leg of project solo, including a major gameplay redesign and launch
- > Became obsessed with particle systems and woke up dreaming about them for months

### CHOMPS TRIES TO FILL THE VOID INSIDE HIM (SHIPS JANUARY 2018)

- > Game / Experience Designer for a nihilistic-cute Katamari-type game for the HTC Vive
- > Lead a team of five, coordinating all aspects of the project, providing creative & logistic decision-making
- > Integrated classic arcade aesthetics and gameplay into an action-packed VR experience
- > Completed concepting to full vertical slice in less than a week

### TWO WIDELY REVIEWED BOOKS OF POETRY

*Eyelid Lick* (Winner of the 2012 Fence Modern Poets Series prize) & *Safe Word* (2017, Gramma Poetry)

## OTHER XP

### TEACHING

- > 12 years of teaching, 10 at the college level; wrote 11 classes and taught 85 sections to a huge range of students
- > Taught swimming, preschool, Tae Kwon Do, and ESL

### WRITING

- > Essays in *Design Week Portland Journal*, *Queen Mob's, HTMLGIANT*, & more
- > Co-Designed *The Poetry Data Project*, a statistics-based model for investigating aesthetic taste

### SERVICE

- > Curated and hosted 80 poetry readings for *If Not For Kidnap*
- > Ex-Chief Poetry Editor of *Sonora Review*, and ex-contributing poetry editor for *draft: The Journal of Process*

### EDUCATION

BA U. Wisconsin  
2001-2005  
MFA U. Arizona  
2005-2007  
Post-Bacc PSU  
2015-2016