NICK ALEXANDER

INTERACTION DESIGNER

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ABOUT

Nick is a multidisciplinary interaction designer specializing in uncanny immersive experiences. Their work combines theatre practice with narrative design, creative code, and augmented reality.

SKILLS

- GAME DESIGN
- VIRTUAL REALITY
- AUGMENTED REALITY
- UX
- SCRIPTWRITING
- RESEARCH
- THEATRE

TOOLS

- UNITY
- C#
- HTML/CSS
- JAVASCRIPT
- PROCESSING
- ARDUINO
- ILLUSTRATOR
- PHOTOSHOP
- FUSION 360
- OPTITRACK + MOTIVE

LINKS

- NPYALEX
- NP.ALEXANDER
- NICKALEXANDER.CA

WORK EXPERIENCE

TECHNICAL MANAGER
(March 2020+)

National Film Board of Canada (NFB)
Developed innovative VR and mocap solutions, user research interventions, and dynamic real-time debugging for a revolutionary immersive mixed reality performance.

PRODUCT DESIGNER
(Freelance Sep 2018 - May 2019)

Myant
Led a diverse team of researchers and designers to develop a groundbreaking health and wellness app for users of next-gen smart wearables.

HEAD OF DESIGN
(Aug 2017+)

Truesight Collective
Invented a new form of immersive theatre game experience and mounted a run of sold-out live events.

DESIGNER
(Nov 2016 - Jan 2018)

Secret City Adventures
Devised and produced original live narrative immersive games in association with key stakeholders.

EDUCATION

MASTER OF DESIGN
Digital Futures

Ontario College of Art and Design (OCAD)
Augmented performance

Awards & Scholarships

OCADU Graduate Scholarship
OCADU (TSA) Bursary
Ruby Chrichton Vivash Bursary
OPSEU Bursary

BACHELOR OF ARTS HONOURS
Theatre Studies

York University
School of the Arts, Media, Performance & Design

PUBLICATIONS

AUTHOR

The Problem with Immersion
International Symposium of Electronic Art
ISEA 2020, Montreal QC

AUTHOR

Augmented Play
Cyberhaze
TMAC 2020, Toronto ON