

# 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 National Film Board of Canada (NFB) (March 2020+)

Developed innovative VR and mocap solutions, user research interventions, and dynamic real-time debugging for a revolutionary immersive mixed reality performance.

#### PRODUCT DESIGNER Myant (Freelance Sep 2018 - May 2019)

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 Truesight Collective (Aug 2017+)

Invented and led design on a new form of immersive theatre game experience. Mounted a run of sold-out live events in downtown Toronto.

#### DESIGNER Secret City Adventures (Nov 2016 - Jan 2018)

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

### EDUCATION +

#### MASTER OF DESIGN OCAD University Digital Futures Augmented performance

- Awards & Scholarships**
  - OCADU Graduate Scholarship
  - OCADU (TSA) Bursary
  - Ruby Chrichton Vivash Bursary
  - OPSEU Bursary

#### BACHELOR OF ARTS HONOURS York University Theatre Studies School of the Arts, Media, Performance & Design

### PUBLICATIONS +

- AUTHOR The Problem with Immersion**  
International Symposium of Electronic Art ISEA 2020, Montreal QC
- AUTHOR Playtime for Punctum: Augmented Role-Play**  
M.Des. Thesis, 2020