

JORDAN STERLING PIKE

Tech-Minded Creative Multimedia Designer Interactive Storyteller

A multidisciplinary creative wielding code and software like a paintbrush and palette.

I build multimedia and interactive experiences that combine technology, visual design, and storytelling, and I'm happiest doing it alongside passionate people who aren't afraid to experiment. With four years of professional experience creating multimedia learning experiences and visual materials, alongside an independent creative practice spanning interactive games, immersive installations, animation, film, and writing, I bring a versatile, technology-minded approach to creative work.

WORK EXPERIENCE

INSTRUCTIONAL TRAINING DESIGN & A/V CREATIVE

Metrolinx, Mississauga, ON

2022 - Current

- Designed and produced multimedia training experiences for 160+ bus fleet maintenance technicians across the GTHA, as well as organization-wide materials reaching approximately 330 employees. Created 15 technical training videos, 15 interactive e-learning courses, and 24 presentation decks, alongside filmed and animated procedures, job aids, technical documentation, recruitment materials, brochures, posters, checklists, and visual reference guides.
- Supported the introduction of 100 new MCI D45 CRT buses into the fleet by developing training documentation, technical resources, and supplemental media, and supporting a 2026–2027 fleet-wide training program.

TEACHING ASSISTANT

University of BC, Kelowna, BC

2022

- Taught, mentored, and graded first-year digital media projects, providing hands-on instruction in Photoshop, Illustrator, After Effects, and Premiere Pro across a range of digital art and media practices.

GUEST LECTURER

University of BC, Kelowna, BC

2022

- Delivered a lecture on Unity-based interactivity, collision detection, and 3D animation; mentored students through the design and implementation of their own interactive projects.

FEATURED WORKS *(Click to View)*

WATERWAYS

Interactive Experience · Unity · UI Design · 3D Modeling & Animation · Sound

A collaborative exhibition highlighting Nsyilxcen language and knowledge through video, interviews, and a Unity-based reimagining of Kelowna's pre-urban waterways and biodiversity.

Exhibited at ISEA 2024, Brisbane, Australia

GRAND GOULDING HOTEL

Interactive Game · Twine · Game Design · Writing

A minimalist Twine murder mystery told across four shifting perspectives, gradually revealing a larger speculative-fiction world.

Featured in 'EnTwine', Amherst College Press

CONTACT INFO



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Ontario, Canada | EST

EDUCATION

2018–2022

BACHELOR OF DIGITAL MEDIA STUDIES

MINOR IN COMPUTER SCIENCE

Dean's List Student

University of British Columbia,

Kelowna, BC

2013–2015

MUSIC BUSINESS ADMINISTRATION

Honour Roll Student

Durham College, Oshawa, ON

PERSONAL SKILLS

CREATIVE

Visual Design

Graphic Design

Video Production & Editing

Motion Graphics

Animation

Cinematography

Photography

Compositing

ICARUS

Unity · Animation · C# · Photoshop · After Effects · Illustration · Writing

A hand-drawn interactive retelling of the Icarus myth, blending Grecian visual influences, science fiction, and queer identity through animation and interaction.

Featured in Queer Games Festival, Melbourne, Australia

OH SH*T

Photoshop · After Effects · Animation · Illustration

A scrapbook-style animated short exploring procrastination and artist's block through hand-drawn illustration, collage, and motion graphics.

D45CRT LUBRICATION CHART

Information Design · Technical Illustration · Visual Communication

A technician-facing visual reference translating complex D45 CRT lubrication requirements into a clear, structured information system for fleet maintenance.

COACH TECHNICIAN APPRENTICESHIP RECRUITMENT VIDEO

Video Production · Cinematography · Editing · Motion Graphics · Premiere Pro

A documentary-style recruitment video introducing prospective apprentices to Bus Fleet Maintenance through employee interviews, shop-floor footage, and behind-the-scenes operations.

PUBLICATIONS

“QUEER AND PUNK ROCK: STUDENT LEARNING, HABITS OF MIND, AND THE IMPACT OF TWINE”

Jordan Pike & Emily Christina Murphy · *EnTwine: Critical and Creative Teaching with Twine* · Amherst College Press · Forthcoming 2026

GRAND GOULDING HOTEL

Featured as a digital Twine Object in *EnTwine: Critical and Creative Teaching with Twine* · Amherst College Press · Forthcoming 2026

EXHIBITIONS

WATERWAYS · ISEA2024, 29th International Symposium on Electronic Art

Brisbane, Australia · 2024

Juried Exhibition Selection

ICARUS · Queer Games Festival

Melbourne, Australia, 2022

Selected for Showcase

AWARDS & SCHOLARSHIPS

2022 · R. M. Middleton Student Prize for Head of Class · \$10,500 · UBC

2022 · Capstone Excellence Award - Digital Media Studies Program · UBC

2019 - 2021 · Deputy Vice-Chancellor Scholarship · UBC

2020 · Bachelor of Media Studies Program Award · UBC

Digital Art

3D Design

Sound Design

Branding

INTERACTIVE

Interactive Media

Game Design & Development

Interactive Storytelling

UI Design

Immersive Experiences

Web Experiences

Creative Coding

LEARNING & COMMUNICATION

Instructional Design

E-Learning Development

Technical Communication

Documentation

Job Aids

Adult Learning

Training Media

SOFTWARE & TECHNOLOGY

Adobe Photoshop

Adobe Illustrator

Adobe Premiere Pro

Adobe After Effects

Adobe Audition

Articulate Storyline

Unity

C#

HTML/CSS

JavaScript

Twine

Maya

Substance Painter

Microsoft 365

SharePoint

References Available Upon Request