

CV • ERIC LOWRY


INFO

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- **Online Portfolio** <<https://eric-lowry.com>>
- **LinkedIn** <<https://www.linkedin.com/in/ericlowry14>>

Professional Summary

I am a developer, systems designer, coach, and game designer.

I hold a master's in architecture with an extra specialization in landscape design, which ignited my interest in crafting human experiences and environments. Combining this with a passion for digital spaces and video games, I pivoted and spent a decade building a video game for business skills development, coaching leaders, and working on sales and marketing.

My training as a coach has focused on teamwork skills, distributed leadership, conflict resolution, and crisis management. I have helped numerous teams and leaders transition from traditional siloed hierarchical structures to a more organic skills-driven "team-of-teams" methodology. This has proven useful in helping teams face the onslaught of new technologies that transform workflows and production pipelines.

Ultimately, my greatest asset lies in the planning and execution of creative and user-focused digital projects. Whether working on video games, websites, or even sales-focused content, I care deeply about creating accessible experiences that align with actual human behavior, needs, and interests. This includes helping my teammates by creating tooling and workflows that help accelerate their own work and reduce the cognitive load of repetitive or cumbersome tasks.

I am a strong advocate for open-source development, actively building tools and contributing back to the ecosystem that supports my own projects.

Education

École Nationale Supérieure du Paysage de Versailles (ENSP)

- **Landscape Architecture** (2015)

École Nationale Supérieure d'Architecture de Versailles (ENSA-V)

- **Master of Architecture** (2012–2015)
 - Graduated with Honors
 - Thesis:

L'Apport du Jeu Vidéo à l'Architecture et à l'Architecte

<https://drive.google.com/file/d/1iyW6xYoxgSkLgeKn_I_UCIZwowOXkGu6/view?usp=sharing>

(Video Games' Contributions to Architects and Architecture).
- **Bachelor of Architecture** (2009–2012)

Professional Experience

CinQ (Disruptive Learning Solutions)

Founding Partner / Director of Product & Operations (2016 – 2026)

playcinq.com <<https://playcinq.com>>

- **Product Strategy:**
Led the design and deployment of game-based training platforms for 100+ corporate leaders from Fortune 500 companies (AXA France, Leroy Merlin, SBM Offshore, Westminster City Council).
- **Game & System Design:**
Developed core mechanics for team-based puzzles and sandboxes that require demonstrable soft skills (leadership, communication, agility) to achieve objectives.
- **Technical UX/UI:**
Directed the end-to-end user experience within Unity3D, focusing on intuitive interface design and interaction mechanics for non-gamer professional audiences.
- **Coaching & Facilitation:**
Trained executive coaches and esports managers in soft-skill diagnostics; served as a lead facilitator for team-building sessions.
- **Multimedia Production:**
Managed comprehensive production cycles for video marketing, podcast editing, and the company's Medium publication.

Freelance Developer and Digital Designer

- **thenextmind.ai** <<https://stephane-next-mind.web.app/>> (*archived version*)
- **luzech.co.uk** <<https://luzech.co.uk/>>
- **koalacrash.com** <<https://koalacrash.com/>>
- **altoe.net** <<https://altoe.net/>>
- **oobpdx.com** <<https://oobpdx.com/>>
- **pennsardinpdx.com** <<https://web.archive.org/web/20190812100600/http://pennsardinpdx.com/sardinehead/>> (*archive*)

Digital Skin

Partner / Digital Designer (2015–2016)

- Developed early-stage prototypes for immersive digital learning experiences and interactive architectural visualizations.
- Social media manager.

Volcji Potok (National Arboretum, Slovenia)

Landscape Architecture Consultant (2012–2014)

- Redesigned dual-zone infrastructure bordering the main alley to facilitate activity center integration.
- Conceptualized an "initiation garden" and pedagogical garden focusing on local flora and climatic resilience.

Architecture Internships

- **BASE (2014):**
Contributed to the "[BASE 2050](https://gispoint.de/fileadmin/user_upload/paper_gis_open/DLA_2014/537530006.pdf) <https://gispoint.de/fileadmin/user_upload/paper_gis_open/DLA_2014/537530006.pdf>" virtual urban landscaping project.
 - **Palleroni Leite Design Partnership (2010–2011):**
Designed technical diagrams, sections, elevations, and main 3D renders for [SAGE Classroom](https://sageclassroom.com/) <https://sageclassroom.com/> project (Oregon, USA), focusing on sustainable envelope design and thermal resources.
 - **JM Couverture (2010):**
Hands-on construction experience in roofing and carpentry.
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Technical Skills & Tools

Game Development & Design (Core)

- **Engines:**
Unity3D (UX/UI focus, C# mechanics, InputLayers, level/puzzle design).
- LittleJS
- **Design Systems:**
UX Research, Wireframing, UI Layouts, Interaction Prototyping.
- **Soft Skill Pedagogies:**
Behavioral analysis, team performance coaching.

Software & Modeling

- **3D/CAD:**
Rhino 3D, Autocad, 3D StudioMax (Vray/Mental Ray), Blender.
- **Creative Suite:**
Affinity, Adobe Photoshop, Illustrator, InDesign (CS2–6/CC).
- **Video/Audio:**
Premiere Pro, Audition (Podcast production), ClipChamp.

Web Development & Infrastructure

- **Languages/Frameworks:**
HTML, CSS, PHP, JavaScript, Statamic, WordPress (Theme/Plugin dev).
- **Web Projects:**
 - playcinq.com <https://playcinq.com>
 - altoe.net <https://altoe.net/>
 - luzech.co.uk <https://luzech.co.uk/>
 - [thenextmind.ai](https://stephane-next-mind.web.app/) <https://stephane-next-mind.web.app/> (*archived version*)
 - koalakrash.com <https://koalakrash.com/>
 - [maia-archi.com](http://www.maia-archi.com/) <http://www.maia-archi.com/>
 - oobpdx.com <https://oobpdx.com>
 - [pennsardinpdx.com](https://web.archive.org/web/20180103153941/http://pennsardinpdx.com/) <https://web.archive.org/web/20180103153941/http://pennsardinpdx.com/> (*internet archive*)

Utilities & Open Source

GitHub Projects:

- **DNS Toggle** <<https://github.com/ELowry/DNSToggle>>
Android application to easily toggle Private DNS settings.
- **Marked Responsive Images** <<https://github.com/ELowry/MarkedResponsiveImages>>
Marked.js extension adding srcset support.
- **WinGet-Updater** <<https://github.com/ELowry/WinGet-Updater>>
Utility to automate Windows application updates.
- **InputLayers** <<https://assetstore.unity.com/packages/tools/gui/inputlayers-beta-259582>>
Unity input extension.
- **Obsidian Replace Commands** <<https://github.com/ELowry/obsidian-replace-commands>>
Obsidian plugin to configure and execute search-replace patterns.
- **Qwant Results Filter** <<https://github.com/ELowry/Qwant-Results-Filter>>
Firefox Extension to filter Qwant search results.
- **Site-specific Email Generator** <<https://github.com/ELowry/Site-specific-Email-Generator>>
Firefox Extension to autofill email addresses using a custom domain.
- **Stadialcons** <<https://elowry.github.io/Stadialcons>>
Design asset automation.

Research & Publications

- **Article:**
« *Architecture et Game Design, une nouvelle manière de penser la conception spatiale* » in *fabricA* 8 (2014).
- **Research:**
Extensive study on spatial logic in virtual worlds and its feedback loop into physical architectural design.

Trnslation & Editing

- **Book Editor:** *Change Has an Interest in You: It's not the who or the what, it's the who that determines your future* by Toby Coop, published by Disruptive Learning Solutions in 2026.
- **Book Translator:** *The Ogooué Delta* (English edition) Jean Pierre Vande Weghe & Tariq Stévar, published by Missouri Botanical Garden Press in 2021.

Additional Information

- **Languages:**
Fully Bilingual (English/French); Spanish (5 years study).
- **Volunteer Work:**
Field assistance at the Muséum d'Histoire Naturelle (Paris) and Missouri Botanical Garden (Madagascar/USA).
- **Global Mobility:**
Extensive traveling, including Japan, Germany, the United Kingdom, Italy, Mexico, Spain, the Netherlands, Poland, Chile, Portugal, Hungary, Slovenia, Zimbabwe.