

Cade  
Gilbert

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XR DESIGNER



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## PROFILE

XR community veteran and UX/Game Designer with a passion for building immersive, player-driven experiences. Experienced in gameplay systems design, prototyping, and community leadership for VR titles with over 500,000 installs. Dedicated to pushing XR forward through thoughtful design, technical creativity, and collaboration.

## PROJECTS AND AWARDS

### MIT Reality Hack 2024 - Flex VR Wellness - Award Winner

January 2024 / MIT Campus Media Lab / Award: "Creative  
Hardware Inputs/Outputs"

- Led the design and development of an electrostimulation therapy device connecting patients with therapists in virtual environments.
- Collaborated with a multidisciplinary team to prototype innovative technology supporting mental health in XR applications.
- Presented the project to judges, demonstrating potential impact on healthcare and therapy services.
- Applied project management, leadership, software development, hardware integration, and design skills to deliver a functional prototype under strict time constraints.

More info: <https://cadedev.com/projects/flexvr-wellness/>

### ImmerseGT 2025 - Desk Buddy - Award Winner

April 2025 / Georgia Tech / Award: "Intelligent Immersion"

- Led a 3-person team in designing and developing an AI-powered personal assistant for Snap Spectacles.
- Engineered dynamic, personality-driven AI prompting tailored to individual users for natural, personalized interactions.
- Built core AI logic, including personality modulation and visual/animation integration within the AR display.
- Developed wireless computer interfacing to extend functionality for real-time productivity assistance.
- Directed project execution and served as lead presenter during multiple judging rounds, earning recognition for "Intelligent Immersion."

more info: <https://devpost.com/software/desk-buddy>

### Social Impact / marketing Lead

September 2022 - January 2024/ Symphony: The Animated Series, Remote

- Developed marketing strategies to drive social outreach and audience growth.
- Directed and led a team by scheduling meetings, setting goals, and maintaining team morale.
- Managed community engagement to foster retention and audience interaction.

## PROFESSIONAL EXPERIENCE

### UX Game Designer

June 2024 - June 2025 / Sinn Studio / Remote (contract)

- Owned several core gameplay systems, multiplayer maps, and economy features, from early prototyping to live service balancing.
- Created UX documentation and design specifications, ensuring development teams delivered intuitive, player-focused features.
- Prototyped gameplay systems and level designs in Unreal Engine, rapidly translating concepts into polished, playable experiences.
- UX research, community co-development, and feedback integration, refining design and improving player satisfaction.
- Developed level layouts and gameplay loops aligned with competitive objectives and player agency.
- Produced voiceover content, gameplay videos, and marketing assets, supporting social media and feature launches.
- Acted as the primary link between dev team and community, ensuring transparency, building trust, and integrating player feedback.
- Analyzed community growth, sentiment, and engagement metrics, using insights to guide design priorities and player retention strategies.
- Conducted market research on multiplayer trends, identifying opportunities to strengthen player engagement and game positioning.
- Tools: Unreal Engine, Miro, Jira, Blender, Davinci Resolve, Slack.

**Key contributor from early development through public launch, helping drive the game to Top 25 on Meta Quest with over 500,000 players.**

### Golden Gear Studios - Founder

January 2023-Current / Hex VR, Remote

- Founded and led an independent, volunteer-driven studio focused on competitive VR experiences.
- Directed development of Hex VR, a zero-gravity multiplayer title for Meta Quest.
- Designed core gameplay systems, scripted features in Unity, and created 3D assets in Blender.
- Collaborated with organizations like Meta and VRML to support technical development and competitive integrity.
- Produced promotional content and organized LAN events to drive community growth.
- Provided ongoing community management and player feedback integration.

### XR/IT Technician

May 2023 - August 2024/ Sector X, Cherry Hill, NJ

- Provided IT support for XR systems, hardware, and software.
- Operated AV equipment for events and live broadcasts.
- Diagnosed and maintained the Xist VR arena and proprietary systems.
- Coordinated with partners to ensure hardware functionality.
- Delivered real-time support for guests to ensure smooth VR experiences.
- Hosted and live-commentated VR streams on Twitch.
- Organized LAN gaming events and created promotional content with DaVinci Resolve.

### MIT Reality Hack Organization team

March 2024 - Current / Reality Hack, Inc

- Support team organizing large-scale XR events at MIT.
- Secure sponsors by coordinating with companies like Meta and Qualcomm.
- Apply communication and organizational skills to execute event logistics.
- Help design event elements tailored to attendees.
- Assemble hardware material kits for participants.

## SKILLS

Unity, Unreal Engine, OpenXR SDK, Meta XR SDK, Blender, DaVinci Resolve, PlasticSCM, Git, Python, C#, C++, JavaScript