Pip Turner
Design Engineer

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🔗 [Portfolio](#)
[Github](#)

Skills

Unity

Interaction Design

Design Thinking

UX

C#

Hand Tracking

XR

Team Leadership

Agile Methodologies

Public Speaking

Outside of work

I'm a Christian, I play guitar semi-ok & enjoy reading, watching studio ghibli films & eating cake. I'm currently trying to draw every day this year!

I have a cat called Cthulhu whose favourite pasttime is making mayhem.

Profile

XR Design Engineer who gets excited about great interactions. Over five years of professional experience with Unity and XR, with lots of experience in interaction R&D. I want to help define the future of interaction.

Employment History

Senior XR Engineer, Ultraleap, Bristol

October 2022 - July 2024

R&D Engineer, Ultraleap, Bristol

July 2019 - October 2022

- Joined as R&D Engineer, researching into mid air haptic sensation design, touchless touchscreen design principles, and xr keyboard input
- Helped form the XR Frontend Team, and managed the XR Research & Application Development team (XR-RAD) inside of it
- Researched & designed countless interactions, including:
  - An **XR keyboard** which was reviewed as "the best keyboard I've tried in VR with hand tracking"
  - A new way of calculating **pinch-rays** from the hand, allowing for more expressivity, whilst keeping stability
  - **Microgesture** heuristics, signifiers & affordances
- Shipped many apps, both utility, and experience focused
  - Most recently shipped Hyperion Showcase, where I lead the design and interaction research on three different apps. Solved difficult interaction heuristics, ran multiple design sprints, user tests, and assisted in building the apps.
- I bring design-thinking techniques from the very beginning - from understanding user needs, making & tuning the minutiae of our interactions, to helping design the environments of our applications.
- Experienced in giving interaction focused talks & writing design guidelines

Application Developer, ALD Automotive UK, Bristol

July 2018 - June 2019

Full stack web engineer in a scrum team, working on car leasing websites, using .NET & Angular. I helped organise "Agile Breakfasts" - training sessions focused on agile principals, but which (most importantly) included breakfast.

Education

Computer Science BSc, Aberystwyth University

September 2015 - June 2018

Graduated with First Class (Hons).
Worked as a demonstrator, teaching and helping students in programming workshops. Received a scholarship. Helped run the Christian Union.