

# Jeremy Reynolds

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## EXPERIENCE

**Game Research and Immersive Design (GRID) Lab, Ohio University, Athens OH**

**Redhouse VR - Unity VR Developer**

January 2026 - present

- Developing a VR simulation for training new detectives on procedures for searching a crime scene.
- Working with the Meta XR SDK in Unity to create interactive experiences.
- The Ohio Attorney General's Office's Ohio Peace Officers Training Academy (OPOTA) funds this project.

**PORTS Sim - Unity Developer**

November 2025 - present

- Developing a twenty-square-mile deconstruction and decontamination simulation of the uranium enrichment facility, PORTS Gaseous Diffusion Center in Piketon, Ohio.
- Coding interactive timelines for demolishing radioactive buildings.
- A federal grant from the US Department of Energy funds this project.

**Lantern Light Studios - Unity Developer, Remote**

May 2025 - present

- Leading a team of developers, establishing team strategy and tasks on a Steam released video game called *BattleLine*.
- Collaborate with team members to implement features and spearhead creative/design decisions, aligning different aspects of the game into a polished game experience.
- Integrate player feedback from community channels into Unity development cycles, leading to feature improvements and higher player retention.
- Gain applied experience across the game development workflow, including programming, asset integration, testing, and deployment.

**Protec Coating Company - Information Systems Intern - Seasonal, Leipsic, OH**

2023 - 2024

- Built a foundation across multiple programming languages (HTML, CSS, Javascript, Python, SQL, Java, C#, and PHP) with practical applications in coding projects.
- Created a program that displayed coil statistics, enabling operators and other Information Systems engineers to monitor defected coils in a more efficient manner.

## EDUCATION

**Ohio University, Athens, Ohio, 2024 - present**

Scripps College of Communication

Major: Virtual Reality and Game Development

Minor: Business Administration

Magna Cum Laude

**University of Toledo, Toledo, Ohio, 2023 - 24**

College of Engineering

Major: Computer Science and Engineering Technology

## SKILLS

**Programming Languages:** C#, SQL, Git, Python

**Software:** Unity, Aseprite, Blender

**Interpersonal Traits:** Team oriented, attention to detail, adaptable, problem solving, collaborative

## ACHIEVEMENTS

- Arthur E. Grills Protec Scholar
- Axsom Transfer Scholarship

VALORANT Esports Varsity Player - UT, OU