

# JOSHUA JAMES DAVIES

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A multi-disciplined creative XR technologist, Programmer and Designer seeking full-time flexible roles in the XR sector. I am a passionate and determined individual with a passion for XR Technology, Artificial Intelligence and Human Computer interaction.

## Recent Accomplishments

1. Innovate UK Immersive Tech Awards 2024 Finalist in the Technical Innovation category.
2. Engineered and developed a user analytics system for a B2B live service product to help inform future design and features.
3. Delivered a public talk on the importance of Spatial data and AI in the insurance sector as part of Thomas Miller's Innovation Event
4. Informed the creation of a private standard for immersive audits and data procurement and related training documentation.
5. Finalists at the 2021 VR Awards for the 'Innovative VR Company of the Year' award while at Eyeora-VR

## WORK HISTORY

### (MIDWEIGHT) AR/VR SOFTWARE ENGINEER, XYZ REALITY (LONDON)

*AUGUST 2023 – JANUARY 2024*

- Worked within a high-performance agile tech' startup environment as a mid-weight developer of the software engineering team.
- I fixed issues and live incident identified by QA, Field Engineers, and clients. Maintaining a high standard throughout.
- I created a sophisticated User Analytics tool for A 3rd party AR device that tracked, collected, and pushed a dataset intended for construction data validation.
- I engineered a cryptography command Line Utility tool that leveraged the AES algorithm for the encryption and decryption of sensitive project data.

### IMMERSIVE SOLUTIONS SPECIALIST, BRITISH STANDARDS INSTITUTION (BSI) (LONDON)

*SEPTEMBER 2021 - AUGUST 2023*

- Built upon BSI's immersive solutions portfolio, revolutionizing the fields of remote auditing, consultancy, and regulatory services.
- Led the adoption of cutting-edge technologies such as Virtual Reality (VR), Augmented Reality (AR), drones, and LiDAR to develop bespoke solutions for clients to address unique challenges.
- Led the development of VR training modules for a global client, resulting in a reduction in training time and cost.

- Spearheaded the adoption of AR smart glasses for 1st, 2nd, and 3rd party audits, enabling remote auditing without the need for physical presence and reducing audit time.

## JR UNITY DEVELOPER, EYORA-VR (LONDON – REMOTE) JULY 2020 – AUGUST 2021

- Contributed to a small team of Unity developers in a dynamic startup environment, ensuring that tasks were completed within weeklong agile sprints.
- Used the SourceTree Git GUI to share, merge, and test feature implementations for various platforms such as Pico, Oculus, Android, IOS, and WebGL.
- Optimized C# code to fix bugs, improve code architecture, and enhance overall user experience, resulting in a reduction of crashes.
- Developed 3D models using Blender and Unity's Pro-Builder.
- Optimised Lighting, shaders for environments.
- Designed and implemented Player mouth animations and UI.
- Bridged the communication gap between QA and development teams, leading to an increase in feature implementation and reducing development time.

## EDUCATION

### (MSC) VIRTUAL AND AUGMENTED REALITY, GOLDSMITHS, UNIVERSITY OF LONDON *SEPTEMBER 2023 – PRESENT (PART-TIME)*

#### *Year One*

- Augmented Realities Module (1<sup>st</sup> Class 70%) – Lead a group project utilizes Meta Experimental Depth API to create a laser tag inspired Game.
- Game Programming Module (Upper 2<sup>nd</sup> 65%) – Developed two small WebGL games, one de-make of a game by Sockpop and the other in line with Ludum Dares 54th Game Jam.
- Virtual Reality (1<sup>st</sup> Class 80%) – Lead the development of a VR drumming rhythm game as part of a university group project.
- Advance topics in AR/VR (Ongoing – 70%) – Conducted quantitative research on XR media consumption and presence and delivered a workshop presentation on Auditory accessibility and XR technologies.

### (BSC) INTERACTIVE MEDIA, UNIVERSITY OF YORK *JUNE 2017 - SEPTEMBER 2020*

- Course representative two years running - Elected to represent voices and interests of my peers to university departments and faculties by collating and communicating feedback, successfully advocated for significant improvements in the academic experience of students and staff.
- Achieved highest performance in Advanced Interaction Techniques & Technologies (1st Class), Interactive Media Group Project (Upper 2nd Class), and Media Production for Interactive Environments (Upper 2nd Class).
- Completed an Engineering dissertation project exploring the relationship between exposure to interactive design elements in video games and cognitive ability in divergent thinking (DT) with an Upper 2nd Class grade.

- Received a certificate of commendation from the University of York for academic excellence (2019).

## 3D ANIMATION & GAME DEVELOPMENT, COLEG MENAI

### JUNE 2013 - SEPTEMBER 2015

- Double Distinction\* (DD) Year 1 and Triple Distinction\* (DDD\*) Year 2.
- Gained experience in software such as Unity, Game Maker, Autodesk Maya, Adobe Photoshop, and Audacity.
- Developed skills in object-oriented programming with Java and C#, illustration, HTML, graphic design, and music sequencing.

## SKILLS

- |   |   |
|---|---|
| • Unity, and Unreal Game Engines  | • Spatial Sound Design, Interaction Design, UI, UX                      |
| • C-Sharp, C++, JavaScript, Java, Html, CSS                                   | • Adobe Applications (Photoshop, Illustrator, Premier Pro, Dreamweaver) |
| • XR Interaction Toolkit, Meta Depth API and All-in-One SDK, AR Core, Vuforia | • ChatGPT API – Prompt Engineering                                      |
| • Technical Art (Optimization, Lighting, Blender, ProBuilder)                 | • GIT Source control and Project Management                             |
| • Photon Networking (PUN)   | • Proven communication, problem-solving and leadership skills           |
| • LiDAR Capture and virtual Production workflows                              | • Troubleshooting and Quality Assurance                                 |

## REFERENCES

**Mr. Johnathan Hook** [jonathan.hook@york.ac.uk](mailto:jonathan.hook@york.ac.uk)

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Global Immersive Solutions Program Manager - BSI