Morgan James

Portfolio: morganjames.dev

Phone: (+44)7484325782 • **Linkedin**: morganhjames • **Email:** morganhmjames@gmail.com

Full Stack Unity Application and Game Developer with over 5 years of experience.
Dual citizen of the U.S.A and Wales.

Skills

- **Languages** – C#, C++, HLSL, HTML, CSS, Javascript, Python
- **Software** – Unity 3D, HDRP, ShaderGraph, Unreal, Visual Studio, Git, Blender/3DS Max, Jira, Azure, Adobe Photoshop/Premiere, Trello, Audacity, Vuforia, Unity XR, Photon, IBM Watson, Plastic SCM
- **Hardware** – Oculus, Eye Tracker, Android, GameBoy, Vwalls, Dome displays, Bespoke Simulators
- **Industry** – Agile working, technical documentation writing, OOP principles

Work Experience

Drilling Systems, Bournemouth, Dorset
Graphics Programmer   08/2021-Present

- Provided support for a multitude of Drilling System simulators deployed all over the world.
- Developed for a wide array of projects including working on V-walls, Dome displays and VR.
- Maintained and upgraded the Unity framework of which the projects were built upon.

The Open University, Milton Keynes
Unity VR Developer   06/2020-06/2021

- Translated a suite of healthcare procedures into bespoke VR simulations for education and training.
- Drove innovation into the VR industry through the construction of advanced interaction techniques.
- Pioneered new testing capabilities for the project that accelerated development with an input recording and replay system.
- Built reusable and scalable systems and tools to facilitate the needs of the team.
- Orchestrated in-depth technical documentation that instituted a basis for future projects at the Open University.

DTT, Amsterdam
Unity Developer   07/2018-07/2019

- Ensured the smooth launch of six applications and games on IOS, Android, and Web.
- Enhanced existing applications and games including a complete rewrite of an application to be more aligned with a client's ideals which strengthened client relationships.
- Coordinated with the web team to design the backend of multiple apps and games including a content management system that is used to deploy new content to the reading book applications.
- Directed and produced the marketing videos and material for over six applications and games.

Education

BA(Hons) 1st Computer Game Programming, 2020, University of Gloucestershire, Cheltenham