

Morgan James

Portfolio: morganjames.dev

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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, GitHub, Blender/3DS Max, Jira, Azure, Adobe Photoshop/Premiere, Trello, Audacity, Vuforia, 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