

# Morgan James

**Portfolio:** morganjames.dev

**Phone:** (203)540-4758 • **Linkedin:** morganhjames • **Email:** morganhmjames@gmail.com

**Senior Unity / XR Developer | Full-Stack Interactive Application Development | Passionate About Immersive Learning**

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## *Skills*

- **Programming Languages:** C#, C++, HLSL, HTML, CSS
- **Software:** Unity 3D, HDRP, ShaderGraph, Unreal Engine, Visual Studio, GitHub, Blender/3DS Max, Jira, Adobe Photoshop/Premiere, Audacity, Vuforia, Photon, pgAdmin
- **Hardware:** Oculus VR, Pico VR, Tobii Eye-tracking, Android Development, GameBoy, V-walls, Dome displays, Bespoke Simulators
- **Industry Experience:** Agile development, technical documentation writing, Object-oriented programming principles, Full Stack Unity Application development

## *Education*

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

## *Work Experience*



**Transfr, New York City, New York USA**  
*Sr Unity Developer*

04/2022-10/2025

- Engineered and implemented custom VR job training simulations in Unity 3D, directly resulting in enhanced user engagement and increased training efficacy across diverse vocational courses.
- Optimized in-house SDK usability to deliver intuitive and seamless virtual reality learning experiences for content creators, drastically streamlining the content pipeline for rapid deployment.
- Authored comprehensive technical documentation for the SDK, significantly streamlining onboarding for new non-technical staff and external partners.
- Collaborated on the application platform team to redesign and implement a unified launcher for all simulation products, improving user flow and accessibility.



**Space Forge, Cardiff, Wales**  
*Unity Software Developer*

01/2022-03/2022

- Designed and implemented the full user interface for an innovative, end-to-end satellite system, ensuring critical data visualization was seamless and high-performance.
- Pioneered and prototyped advanced factory solutions utilizing cutting-edge Augmented and Virtual Reality (XR) technologies, resulting in a successful, validated pilot for future cost reduction in complex manufacturing workflows.
- Integrated back-end telemetry data with the front-end interface to build a dynamic, user-specific profile display system.



**Drilling Systems, Bournemouth, Dorset, England**  
***Graphics Programmer***

08/2021-01/2022

- Provided global deployment and performance support for commercial Drilling System simulators, ensuring mission-critical stability for clients across 3 continents.
- Developed innovative visualization applications for V-walls, Dome displays, and VR environments to significantly enhance the user experience and training fidelity.
- Spearheaded Unity framework maintenance and upgrades across the project portfolio, ensuring a stable and efficient development platform.



**The Open University, Milton Keynes, England**  
***Unity VR Developer***

06/2020-06/2021

- Developed highly immersive VR simulations for healthcare education, resulting in enhanced user engagement and subject understanding for a large, multi-campus student body.
- Innovated advanced interaction techniques to push the boundaries of VR technology within training applications.
- Established new testing methodologies, including implementing an input recording system, which improved simulation quality and accelerated the development cycle.



**DTT, Amsterdam, Netherlands**  
***Unity Developer***

07/2018-07/2019

- Contributed to the successful launch of six applications and games on iOS, Android, and Web platforms.
- Enhanced existing applications by implementing extensive rewrites and optimizations to meet client needs.
- Collaborated with the web team to design and implement back-end systems, including a content management system.
- Produced marketing materials for multiple applications, boosting visibility and user engagement.



**Camp Jorn YMCA, Manitowish Waters, Wisconsin, USA**  
***Summer Camp Counselor***

06/2017-09/2017

- Supervised diverse activities such as shooting, archery, sailing, and high ropes, ensuring camper safety and enjoyment.
- Obtained lifeguard and first-aid certifications to enhance safety measures for campers.
- Created personalized daily agendas to foster inclusivity and creativity among campers.



**Roadchef, Magor, Wales**  
***McDonalds Team Member***

12/2015-03/2016

- Mastered assigned stations to consistently prepare high-quality burgers and sandwiches for customers.
- Trained new hires on grilling techniques and food safety protocols, enhancing kitchen operations.
- Assisted in inventory management and supply ordering, ensuring readiness for service at all times.



**Newport City Council, Monmouthshire, Wales**  
***Teaching Assistant***

09/2014-06/2015

- Assisted in delivering GCSE level mathematics lesson plans to enhance student comprehension and engagement.
- Provided one-on-one and small group tutoring sessions, leading to improved test scores and overall grades.
- Collaborated with students and the math department to develop innovative teaching techniques and resources.