Morgan James

Portfolio: morganjames.dev

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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
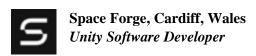
Work Experience

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
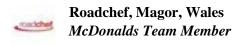
- Contributed to the successful launch of six applications and games on iOS, Android, and Web platforms.
- Enhanced existing applications by implementing extensive rewrites and optimizations to meet client needs.
- Collaborated with the web team to design and implement back-end systems, including a content 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.