

# **XR Experience Team Update - March/2025**

## **Overview**

<https://youtu.be/cpbJqxfQPFI>

## **Events & Workshops**

### **Intro to Github (19th March 2025)**

[Link to Workshop Repo](#)

In collaboration with Microsoft Student Ambassadors, this workshop covered:

- Commits
- Branching
- Merging
- Pull Requests

A total of 60 participants attended, gaining hands-on experience with GitHub Desktop for version control and project collaboration.



# INTRO TO GITHUB



**WEDNESDAY**

**MAR 19, 2025**

7:30pm - 9:00pm



**The Arc**

**TR+33**

LHN-L1-21

Learn version control  
and code collaboration  
for your next project

- Commits
- Branches
- Merging
- Pull Requests



**SIGN UP**

Light refreshments provided



## Development Progress

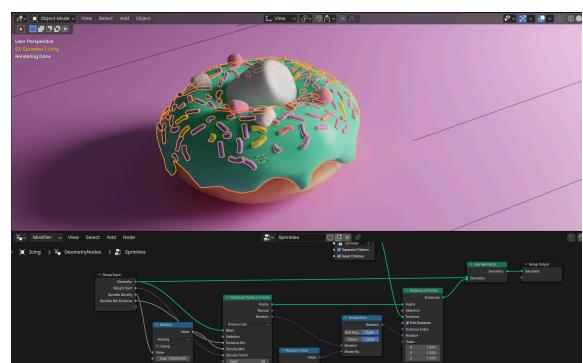
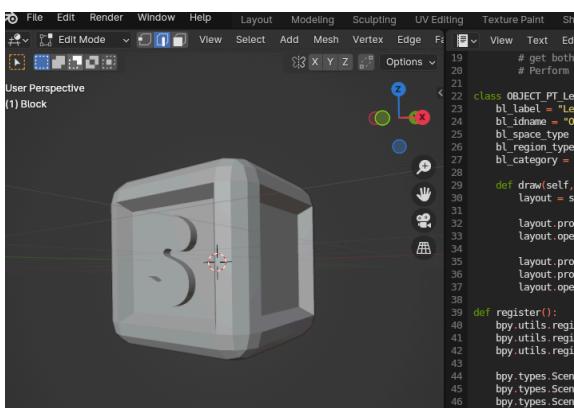
The team is actively preparing for upcoming game jams and hackathons by developing skillsets:

### Github Actions

Exploring automated documentation hosting and continuous integration/testing.

### Blender & Asset Creation

- Learning DCC tools (Blender) for the game asset pipeline.
- Studying Real-Time Rendering to understand the graphics pipeline.
- Experimenting with Blender's Geometry Nodes for procedural content creation.



## Upcoming Plans

- Participate in game jams during the summer break (May–Aug).
- Begin learning HLSL for shaders and real-time graphics programming.