Gerard Slee

Architect turned VR Developer in Cape Town.

ABOUT ME

I am an Architect turned VR Developer with experience in design and development of Unity based VR applications for startups and large companies. I have 5+ years experience running a indie team of developers. and 6+ developing with C# and shaders in Unity. For the last two years I have been doing freelance AR and VR development, building a prototype VR DJ Experience for a startup to generate funding, and research and development of a realtime Global Illumination project for Unity using Compute Shaders. Before that I spent a few years running a bootstrapped virtual reality start-up developing games and software for architects and engineers. I love integrating new technologies and optimizing workflows and have an ability to inspire those around me. I am looking to work with people who want to drive change and alter the digital landscape and make awesome games.

PROJECTS

SuperStar DJ

Building a prototype VR DJing software. - AI crowd simulation and reaction to music, Audio Synthesizers and Mixers and Effects, Role - All Design 3D and Development of the prototype

Lux Walker

LUX WALKER is an interactive PC and VR application that instantly converts your 3D model into a fully immersive 3D true-to-life scale model. - Multiuser (Photon) world building, Runtime 3D Loading, Realtime GI and Occlusion Culling Role - Team Lead, User Experience and User Interface, Lighting and Post Effects, All development (mostly C#) since 2017

Live Normal

Generate Tileable Texture Maps for your Games and Architectural Renderings - Mobile App, Texture Conversion with HLSL shaders, Google Drive Integration, AWS Data Storage Roles - Entire Project, Including : design, development and deployment

Nigiri Global Illumination

SVO Realtime GI for Unity 3D - SVO Voxel and ScreenSpace GI and Reflection Pipeline. Role - Screen and Cone Tracing, Compute and Screen Space Shaders. Trace Optimizations and Edge Filtering, UI for Editor

GAMES

A Little Fire

A VR Camping survival Game. - A Norse Themed story with waves of enemies and simple resource management. Roles: Entire Project

Astroid Miner VR

A VR Space RPG (Oculus Quest) with marching cube mining and randomized weapons and seeded universes - Procedural level and resource generations, Marching Cubes, Replacement Shaders, Inverse Kinematics. Roles - Entire Project

Neon Ninja

A Neon Hack and slash advenure akin to Space Harrier - Rhythm Game with music affecting gameplay. Coverflow style music browsing. Roles - Entire Project

EXPERIENCE

Realism Labs

CTO & Lead Developer, January 2020 - Present

Tenebris Lab

Founder & Managing Director, Jan 2016 - December 2020

IXPERIENCE

Head Teacher VR Course, Jan 2017 - December 2018

SAOTA VR

Built a green room and prototyped some VR games and apps with a bunch of interns with the goal of researching early stages of VR User Experience and Interaction design

SAOTA

Candidate Architect - 3D Design and Modeling, Realtime Architecture Walk Throughs, Jan 2015 - Jan 2016

GMP Architekten - Berlin

Candidate Architect - Design, Rapid 3D Prototyping and Architecture Vizualisation, Jan 2015 - Jan 2016

SKILLS

Languages & Frameworks

C#, Shaderlab HLSL and Compute, Others...

3D and Design

Hand Sketching, Architectural Degree, Sketchup, Blender, Photoshop, Indesign, Others...

Other

Amazon Web Services (AWS), Git, Plastic SCM

Soft

Kind, Leadership, Intuitive, Observant, Driven

EDUCATION

University of the Free State

Masters of Architectural Studies (Professional) - 2014

University of the Free State

Bachelor of Architectural Studies (Honours) - 2013

University of Cape Town

Bachelor of Architectural Studies - 2008-2010

ABOUT ME
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I have been heavily focused on Virtual Reality and Augmented Reality using any tools and languages available to me. I love exploring new technologies. I am constantly creating prototypes of ideas and integrating API's in creative ways. My Architecture background means that I have an ability to take concepts through to completed products using a design orientated approach. I am very fluent in gameplay programming with c# , shader and graphics programming, uxdesign as well as management of a team. Being a board member and founder of my start up means I know how to deal with stress and how to translate instructions and progress between all parties involved with a business. I have taken concepts from design phase through deployment on multiple platforms. I am an early adopter of technology and love to explore software development, constantly on the hunt for new tools and Human Interface devices that bridge the gap between design and technology.