

Gavin Wright

Senior VR Designer

gavin.wright@email.com

Professional Summary

Senior VR Designer with over a decade of experience leading design for virtual reality platforms. Expert in spatial storytelling, interaction systems, and deploying immersive experiences across enterprise and entertainment domains.

Skills

Unity, Unreal Engine, XR Interaction Toolkit, Oculus/SteamVR SDK, Spatial Design, Voice/Gesture Input Design, Haptic Feedback Integration, Performance Optimization, Cross-Platform Deployment, Team Leadership & Mentoring

Experience

Senior VR Designer - ImmersionPoint Studios (2018 - Present)

- Directed VR experience design for enterprise simulations and consumer education platforms.
- Prototyped and deployed interactive systems using Unity and OpenXR.
- Mentored VR designers and developed design playbooks for immersive UX.

Lead Interaction Designer - VirtuMotion XR (2013 - 2018)

- Designed gesture-based interfaces and spatial narratives for multi-user VR experiences.
- Worked across design and engineering to deliver seamless performance on standalone headsets.

Education

M.F.A. in Immersive Interaction Design, Savannah College of Art and Design, 2012