Talia Brooks

VR Designer

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Professional Summary

VR Designer with 6 years of experience designing immersive VR experiences across gaming, training, and simulation applications. Strong in spatial UX, Unity development, and designing for standalone headsets like Oculus Quest.

Skills

Unity, C#, VR Interaction Toolkit, Oculus SDK, OpenXR, Spatial UI Design, Comfort-Based Navigation, 3D Modeling Integration, UX Testing, Performance Optimization

Experience

VR Designer - VirtuaSpace Interactive (2020 - Present)

- Created intuitive spatial menus and hand interaction systems for VR simulation tools.

- Led layout and environment design for multi-room virtual walkthroughs.

- Collaborated with artists and programmers to deliver polished VR applications.

3D/VR Designer - FrameLine XR (2017 - 2020)

- Designed VR retail experiences and guided navigation systems for product showcases.

- Developed prototype VR apps and conducted comfort-focused testing cycles.

Education

B.F.A. in Immersive Media Design, University of the Arts London, 2016