

Cody Blake

Junior VR Designer

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Professional Summary

Junior VR Designer with 2 years of experience designing interactive environments and spatial interfaces for VR platforms. Proficient in Unity, C#, and basic 3D asset creation for immersive applications.

Skills

Unity, C#, VR Interaction Toolkit, XR UI Design, Scene Assembly, Oculus SDK, Basic 3D Modeling, Teleportation & Grab Systems, User Testing, Git

Experience

VR Designer - ImmersiveCanvas (2023 - Present)

- Built interactive VR scenes for training simulations using Unity.
- Designed spatial UI panels and gaze-based controls.
- Collaborated with devs to implement comfort-based movement systems.

VR Intern - SenseSpace Lab (2022 - 2023)

- Helped assemble demo environments for Oculus Quest 2.
- Created basic 3D props and lighting setups for user experience tests.

Education

B.F.A. in Virtual Reality Design, Columbia College Chicago, 2022