

VIKI JOHNSON

Unity programmer and AR developer

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I am a programmer and digital designer living in Bristol. I have been working within AR over the last couple of years, working on a range of commercial projects.

I am looking to move to a bigger company, where I can continue to expand my skillset as part of a larger team, and I would like to work on longer projects that I can really get into.

Skills

Software: Unity, AR Kit, AR Foundation, Google Resonance, Github, Adobe Photoshop, Adobe InDesign, Adobe Illustrator

- Understanding of graphics shaders in Unity
- Interested in new technologies and tech trends
- Enjoys a challenge, and leaving the comfort zone

Experience

XR DEVELOPER

Zubr VR / 2018 - present

For the last two years I have been working as an XR developer at Zubr VR. I work mostly in Unity, with AR Kit, and more recently AR Foundation. I have worked on small and medium scale projects, creating AR experiences for many purposes, from Facebook Effects used in marketing, to apps made to promote historical and heritage sites, and specially made apps for tradeshow.

I have worked mostly as a lead or solo developer, working with artists to complete projects. I have frequently contributed ideas to the projects, and have been involved in meetings with clients.

Some of the clients I have worked for are Bristol Old Vic, The National Gallery, and Crack Magazine.

GAME DEVELOPER

A Little Red Panda / 2016 - present

After finishing university, I worked on a variety of personal games and small freelance projects as my own company. I took part in lots of game jams, which helped me develop my rapid prototyping skills.

During this time, I also moved away from digital art and learnt how to program using an online course, instead.

Education

MA Entrepreneurship for Creative Practices

Plymouth College of Art / 2015

First Class BA Design for Games

Plymouth College of Art / 2013