

# Jack Myrick

## Games Designer & XR Specialist

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Portfolio: <https://www.jackmyrick.design>

### Personal Statement:

I'm a Games Designer and XR specialist with over 5 years of hands-on experience in Unity, and I've had the privilege of collaborating with multidisciplinary teams on a variety of high-end productions.

My passion lies in the realm of XR technologies, where I love to blend creativity and technical skills to create immersive experiences. As I look to the future, I'm excited to continue pushing the boundaries of what's possible in virtual worlds. Whether it's games or beyond, I'm eager to learn and bring my unique blend of skills to new challenges.

### Experience:

#### University of Oxford

2023

##### Role: Virtual Reality Technician for Experimental Psychology

- Setting up and maintaining an Inventory System for Hardware.
- Advising on VR equipment and industry trends.
- QA Testing and setting up Participant sessions for clinical trials.

#### The Primar Project

2022-23

##### Role: Designer & Immersive Technician

- Worked with clients to form a brief.
- Designed around constraints of "Ultra-Realism".
- Produced modular assets.
- Created a full-body rig.

#### Spaceport Cornwall

2023

##### Role: Designer & VR Specialist

- Worked with artists to promote user interaction.
- Optimised performance.
- Added accessibility features.
- Improved navigability and flow.

#### C.L.O.U.D Hunters

2022-23

##### Role: Technical & Systems Design

- Worked as a lead technical designer.
- Implemented multiple mechanics.
- Designed multiple game systems.
- Implemented Audio utilising FMOD.

### Volunteering:

Students' Union Falmouth Open Officer (elected)

Course Representative (elected)

Student Mentor

HIV Lesotho (charity organisation)

### Hard skills

Unity    UX Design

Technical Design    Git

Systems Design    Maya

Narrative Design    VR

Premier Pro    Trello

Microsoft Suite    C#

Blueprints    Inventory

Jira    Excel    UE5

### Soft skills

Teamwork    Pitching

Communication

Organisation    Agile

Creativity    Flexible

Problem-Solving

VR Theory    Resilience

Time Management

Prototyping    Design

### Education:

#### Falmouth University

Course: BA(Hons) Creative Virtual Reality

Date: September 2020 – June 2023

#### Coleg Menai

Course: B-TEC Games Development

Grade: Distinction

Date: September 2017 – June 2020

### Rewards:

The Rookie Awards: Finalist

The Rookie Awards: Draft Selection

Student Mentor Scheme: Gold

Duke of Edinburgh Award: Bronze

Elementary Pilot License

### Publications

C.L.O.U.D Hunters (VR) - 2023

Spaceport Cornwall (VR) – 2022

The Primar Project (VR) – 2022

Whitefall (VR) – 2022

Fashion Photography Exhibition (VR) -2022

Don't Let the Darkness Live – 2021

Maleficarum - 2021

### Languages:

English

Welsh

### Hobbies and Interests

Gaming    Live Streaming    Mountaineering

Acting    Politics    Science    History    VR

Youtube    Paragliding    Geography