

# Jack Myrick

## Games Designer & XR Specialist

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

### Personal Statement:

I'm an 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, most recently at the University of Oxford.

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. I'm eager to learn and bring my unique blend of skills to new challenges.

### Experience:

#### Colourless Creative

2025-26

##### Role: Lead VR Developer

- Team Leadership.
- Overseeing development and solving technical challenges in VR environments.
- Training and guiding junior developers.
- Experience design

#### University of Oxford

2023-26

##### 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.
- Researched and maintained a device management solution for Meta Quest systems.
- Research & Development.

#### Spaceport Cornwall

2022-23

##### 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 Designer

- Worked as a lead technical designer.
- Implemented multiple mechanics.
- Designed multiple game systems.
- Implemented Audio utilising FMOD.
- Optimised performance.
- Iterated on gameplay and user experience.

### 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

Premiere Pro

Trello

Microsoft Suite

C#

Blueprints

Inventory

Jira

Excel

UE5

Plastic SCM

Audio

Siarad Cymraeg

AI

#### Soft skills

Teamwork

Pitching

Communication

Organisation

Agile

Creativity

Flexible

Problem Solving

VR Theory

Resilient

Time Management

Prototyping

Design

Device Management

Leadership

Novelty

### Education

#### Falmouth University

Course: BA(Hons) Creative Virtual Reality

Date: September 2020 - June 2023

#### Coleg Menai

Course: B-TEC Games Development

Date: September 2017 - June 2020

### Awards

Into Games 50 Winner

The Rookie Awards: 2x Finalist

The Rookie Awards: Draft Selection

Student Mentor Scheme: Gold

Elementary Pilot License

### Publications

[Becoming](#) - 2026

[Needle Fears Study Paper](#) - 2026

[gameChange Trial Paper BMJ](#) - 2025

[C.L.O.U.D Hunters \(VR\)](#) - 2023

[Spaceport Cornwall \(VR\)](#) - 2023

[Whitefall \(VR\)](#) - 2022

[Fashion Photography Exhibition \(VR\)](#) - 2022

[Don't Let the Darkness Live](#) - 2021

### Hobbies and Interests

Gaming

Climbing

VR

Mountaineering

Acting

Politics

Science

History

D&D