

# 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, 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. 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

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

2023-25

- 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 the Meta Quest systems.
- Research & Development.

#### Spaceport Cornwall

Role: **Designer & VR Specialist**

2023

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

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

Role: **Technical & Systems Designer**

2022-23

- 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.

#### The Primar Project

Role: **Designer & Immersive Technician**

2022-23

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

### 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 Resilient

Time Management

Prototyping Design

### Education:

Falmouth University

Course: BA(Hons) Creative Virtual Reality

Date: September 2020 – June 2023

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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