Jack Myrick

XR Developer & Games Designer

Mobile: 07833 545657
Email: contact@jackmyrick.design
Portfolio: https://www.jackmyrick.design

Personal Statement:

I'm an XR developer with over 8 years of hands-on experience in Unity. I've collaborated with multidisciplinary teams on a variety of high-end productions, from clinical research at the University of Oxford to public VR exhibitions.
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 within virtual worlds, and to bring my unique blend of skills to new challenges.

Experience:

Colourless Creative — 2025-26

Role: Lead 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