

Iain Harrison

A skilled Unity developer dedicated to building innovative and immersive experiences

Address: Doctor Benthemstraat 53-12,
Enschede 7514CL, Netherlands
Tel: +44(0)7532 178713 iainharrisonpro@gmail.com

<https://iainharrison.github.io/>
www.linkedin.com/in/iain-harrison/

Experience

Nov 2022

- Jan 2025

[Recreate](#), Rijssen Netherlands

Medior Unity Developer

- Developed augmented, virtual and mixed reality applications in Unity
- Developed desktop and mobile applications in Unity
- Project management and project design
- Worked in a B2B environment responsible for client liaison with a range of clients including large multinational brands
- Led client meetings for scoping, planning and design ensuring appropriate management of client expectations and responsible for collaborating with clients to find solutions to any issues
- Contributed to SCRUM ceremonies working closely with colleagues to plan timelines and deliverables
- Worked within Agile project management to organise tasks in accordance with Sprints and Epics to meet project requirements
- Used Jira to plan and track design and development tasks
- Participated in daily stand ups, Sprint planning and retrospectives
- Worked closely with backend developers to align Unity applications with client and company backends
- Version control using Bitbucket and Git to manage branches, code reviews and pull requests
- Responsible for the development of elegant and intuitive UI/UX
- Created and resolved bug requests
- Managed the overall design and scope of the project

Feb 2022

- Jul 2022

[Thales](#), Hengelo Netherlands

Graduation Intern (Afstudeeropdracht)

- Working on the Thales Naval Game, a serious game to be played by students potentially interested in a career at Thales
- Responsible for improving the user experience of the project by creating tooling for dynamic animated scene transitions and UI feedbacks
- Creating tools and systems that implement scene transitions and responsive feedback to ensure continuity for future developers
- Improving the navigation of the UI from the perspective of UX

Sept 2021

- Jan 2022

[Abstraction Games](#), Valkenswaard Netherlands

Unpaid role, the company was the client for my IMT&S module at university.

- Created a 100-player multiplayer game with real-time live video feeds using Agora with a team of six others
- The project was an interactive game+meeting environment for recreational team development within Abstraction

Sept 2020

- Feb 2021

[Talespin](#), Utrecht Netherlands

Unity Developer Intern

- Creating next generation VR/AR/MR solutions in Unity3D/C#
- Working closely with other engineers at the beginning of sprints to allocate tickets amongst the team

- Managing my own workstream completing diverse tickets, working on a range of tasks including bugs, enhancements and new features
- Prototyping and build with the latest mixed reality hardware (e.g. Oculus Quest, Vive, iOS and Android)
- Contributing ideas and solutions for potential features
- Participating in daily stand-up meetings and following scrum guidelines
- Communicating across multidisciplinary teams, both within the Netherlands and in Los Angeles

Feb 2020

[Dovetail Games](#), Chatham UK

Work experience

- Learned Houdini and made procedurally generated objects
- Set up Houdini allocation calls at the SOP level on the server to free up the artists' machines
- Communicated professionally with a wide range of employees
- Participated in meetings
- Shadowed engineers using Unreal Engine 4

Education

Sept 2018

- July 2022

Saxion University of Applied Sciences, Enschede NL

BSc Creative Media & Games Technology

Final degree grade: 8.1

Year four: Immersive Technology & Storytelling, Graduation internship (Afstudeeropdracht). Thesis title: Improving the user experience in Thales' Navy Warship game.

Year three: Talespin internship, Doing Business with China (minor)

Year two modules: C++, 3D Math, Personal Portfolio I, Procedural Art, Personal Portfolio II, UX/UI Advanced, 3D Rendering, Software Architecture, Personal Portfolio III, Business Thinking, Advanced Tools, Networking, Personal Portfolio IV.

Year one modules: Programming, Personal Project Communication, Design Thinking, Imagery, Personal Project Research, Game Design, Game Programming, Input Output, Personal Project Presentation, UX/UI Design, Physics Programming, Web, Personal Project Portfolio, Behaviourism, Algorithms, Unity Game Scripting.

Sept 2016

- Jul 2018

University for Creative Arts, Rochester UK

BTEC Level 3 Extended Diploma Creative Media Production & Technology – **Distinction** (168 UCAS points)

Sept 2010

- Jul 2016

The Thomas Aveling School, Rochester UK

9 GCSEs grades A-C inc. maths (**B**), statistics (**B**) and English (**B**)

Skills

Confident:

Unity, C#, tooling, procedural generation, algorithms, responsive and rewarding player feedback (game feel), networking

Intermediate:

Unreal Engine 4, physics programming (3D and 2D), player behaviourisms, design, Live2D, linear algebra, software architecture

Adequate:

HTML, CSS, rendering

Personal

I am passionate about gaming and all things tech. I enjoy taking part in game jams, both organised and informal jams with friends.

I love to travel and experience different cultures and cuisines and see the sights. I also like to cook and learn new recipes. I spend time with friends playing DnD and watching films.

References available on request