THEODORE CRUICKSHANK

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QUALITIES

High level of attention to detail
Excellent problem solving skills
Highly motivated individual worker, also working effectively as part of a team
Strong and clear communicator

SKILLS

Excellent Unity3D, C#, VR/AR, Game Development and Java
Strong Golang, Android, Python, SQL skills
Good JavaScript, and C++ skills
Blockchain and Crypto
User Interface Design
Neural Networks & Genetic Programming

EXPERIENCE

Developed many game and enterprise VR apps from prototype to product
Ten years professional software development experience
Programmer at a world renouned Game Development studio
Six years of customer and client service, across a range of roles
Project management, through a range of projects and work
Experience using scrum and kanban development projects

RELEVANT EMPLOYMENT EXPERIENCE

Engineering Team Lead
FitXR
London
United Kingdom
July 2020 - Present

My work at FitXR has seen me solidifying my experience using Oculus hardware and software, focussing on the Quest 2, 3, Pro and in development headsets. My main focus at FitXR is leading the studios team, making engineering and architectural decisions, creating and maintaining our studio workout experiences, and in development studios, while ensuring code quality and performance. We use Unity to develop our main VR application, using SDKs from Photon for multiplayer, Meta and Pico for platform specific implementations like avatars, matchmaking, leaderboard, and more. We are a live service and I have exposure to our backend and databases. I have been working on mixed reality demonstrations using Meta's sense space system, which has given me experience in this cutting edge side of XR. On top of this, I directly manage 3 senior engineers, performing weekly 1 to 1's and undergoing annual performance and salary reviews. Other tools we use are Plastic, Perforce, Git and Jenkins CI.

Senior Developer
Virtual Retail
London
United Kingdom
April 2019 - July 2020

My time at Virtual Retail has greatly broadened my VR skills, creating the VR side of a retail store building system. The system relies heavily on the ability to track and record users in a digital twin retail environment both positionally and via eye tracking. I created the algorithm based on Tobii research to distinguish and capture fixation gaze events in real time. These tracking events can be replayed to gain insightful metrics on product placements and store layouts. Headsets I have developed this for include: Varjo VR-1 and VR-2 Pro and Vive Pro Eye. I also created a VR collaboration app that allows users to be in the same store space and create voice dictated notes, which also implemented the Antilatency tracking system with HP Reverb and HP VR Backpacks. I then created a layout evaluation VR app that pulls various published images and maps from our store building system to then view stereoscopically in points of view taken in the space, navigate between points of view and view data on products and previously mentioned eye tracking metrics within the experience. This used Pico G2 4K, Oculus Quest and Oculus Go.

Senior Unity Developer
Pupil
London
United Kingdom
September 2017 - January 2019

Upon joining Pupil, I was responsible for maintaining and producing features for a B2B VR app for real estate agents. After this, We prototyped a productionisable B2C VR app for viewing real estate properties which we released as a product called Spec VR. We sold this on iOS and Android using Unity3D as the main development tool and Google Cardboard SDK as the basis for the VR viewer. On top of this, I was responsible for developing and managing features such as caching properties and user playlists to review in VR online or offline; Unity scene management; analytics; frame rate profiling and remedying issues keeping GPUs on lower end devices, handing API calls and JSON data retrieval and parsing and deploying to App Store and Play Store. On top of this, I developed an AR floorplan viewer in Vuforia, visually constructing a home model on top of floor plans to give customers a better sense of their space.

Programmer
PikPok
Wellington
New Zealand
September 2015 - December 2016

Most of my game development at PikPok was in Unity3D. I learned to be very flexible in engineering systems and to interface my work in a general way, making it easier for non-technical staff to manipulate parts of games, without needing technical knowledge. My role also strengthened my general 3D physics understanding and trigonometry. Alongside general game development, I developed a native Android app for app store analytics. While at PikPok while using scrum methodology and collaborating using Git and SVN.

EDUCATION

Victoria University of Wellington
March 2013 - July 2015
Wellington
New Zealand

Bachelor of Science in Computer Science

Computer Power Plus
November 2011 - December 2012
Christchurch
New Zealand

Diploma in Software Development