

# Thomas Ryan Scott CV

*Software Developer with strong Unity/XR experience*

## Summary

**Software Developer** with +2 years working experience of **XR, mobile** and **desktop** application development using the **Unity** real-time development platform. Well versed in **C#**, and familiar with a broad gamut of coding languages. Entered the sector via a **Software Development Master's Degree**. I am **hardworking, adaptable, creative** and always **eager to learn new things**. I work well individually and within teams, with team leading experience in a previous sector.

## Work Experience

### Mixed Reality Application Developer at Immersonal

*Rochester Building, 28 Adelaide St, Belfast (Remote)*

*(September 2023 – February 2024)*

Developing aspects of the Immersonal platform. As this was a transfer from Sentireal there is significant skill overlap from this previous role (see section below).

- Worked on a **multiplatform hub** for the Immersonal platform.
- This hub is a navigable **3d environment** with **intuitive diegetic UI** targeting **multiple VR headsets** as well as **mobile** and **desktop OSs**.
- Collaborated with other team members using a **modular**, package-based approach to ensure smooth **integration**.
- Prioritised writing **clean, extendable** and **testable** code.
- Wrote **unit tests** using in built Unity tools, NUnit etc.
- **Sourced, modified and created assets** such as 3d models and sprites, ensuring these were optimized appropriately for target platforms.

### Mixed Reality Application Developer at Sentireal

*Ormeau Baths, 18 Ormeau Avenue, Belfast (Remote)*

*(January 2022 – September 2023)*

Designed and programmed bespoke **VR applications** targeting various systems, both on an individual and team basis. Implementing a broad **range of functionality** such as interaction and navigation, app-flow, UI, collecting and persisting user data, physics simulation etc.

- Met with customers to **elicit requirements, review progress, demonstrate work** and **acquire feedback** and respond accordingly.
- Emphasised good **User Experience**, being mindful of user unfamiliarity with VR and utilising **diegetic UI** when appropriate.
- **Sourced, modified and created assets** including 3D models, animations, sprites and audio when content team otherwise engaged.
- Worked with a range of Unity's systems/tools such as the **particle system, Shadergraph**, the **animation** system and the **lighting** system, to enhance immersion and add realism to projects.
- Ensured projects **performed** well on target hardware.

*Project Example 1 - VR training app for Civil Engineering students for local University*

- This concerned a **common lab procedure** modelled with **accurate deterministic physics** the parameters of which could be modified. Students could **record data** and take snapshots **within the experience** and send this to their email accounts for assessment purposes.
- **The final product received high praise from the client**, who expressed desire for a phase 2 for the project given sufficient funding.

*Project Example 2 - VR Training app for First responders / Fire service*

- This was a multi-scenario experience for **training and assessing first responders** on how to deal with **electric cars (EVs)**. Scenarios included the identification of EVs, how

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## Software Skills

### Languages

- C#
- Java
- JavaScript / JQuery
- PHP
- SQL
- CSS
- HTML

### Coding Software / Tools

- Unity 3D Engine
- Visual Studio / Code
- Git / Gitlab
- Bitbucket
- phpMyAdmin / MySQL
- LAMP stack
- JSON

### Other Software

- Microsoft Office
- Adobe Photoshop
- Gimp
- Blender
- Audacity
- DAWs e.g. Cubase

### General Development Skills

- OOP programming
- Agile / Kanban
- Unit testing
- Acceptance Testing
- Exception handling
- Web API

to safely shut them down, spotting the signs of an EV fire and a **gamified fire fight** in which an EV fire must be correctly managed. Each scenario **tracked user metrics** for assessment purposes.

- **The client was very happy** with the outcome and approached the company for further work.

## Team Leader of Serum Processing at Randox Laboratories

30 Randalstown Rd, Antrim BT41 4LF (13<sup>th</sup> February 2017 – 17<sup>th</sup> September 2020)

**Planned and oversaw** the serum manufacture department processes.

- Started as a **lab-based operative** and progressed into a **team leader**.
- Worked with the process improvement team to **design, trial, validate** and **implement improvements** to procedures.
- **Trained and supervised staff** on these procedures.
- Operated and monitored use of **complex lab equipment in safe and controlled manner**. Adhered to GMP, COSHH and other standards.

## Other Work

Sales Assistant at B&M Bargains (2016-2017)

Retail Assistant at Barnardos (2016)

Administration Internship at Propertylink (2014)

## Education

### MSc Software Development, Queens University Belfast

Computer Science Building, 18 Malone Rd, Belfast BT9 6SB (September 17<sup>th</sup> 2020 – September 29<sup>th</sup> 2021)

**Outcome:** Pass with Distinction

- An **intensive 1-year long industry focused conversion course** for graduates from non-computing backgrounds
- Covered a broad gamut of languages including **Java** and web technologies such as **HTML, CSS, SQL, PHP, JavaScript**.
- Coursework included a database modelled off a popular airline, a responsive database driven website for searching for YouTube reviews of music and a simple console-based game in Java.

#### Dissertation: 'VR Piano Calibration Prototype App Using Oculus Quest Hand Tracking SDK' (June 2021 – September 2021)

- Built a prototypal **piano training app** for the Oculus Quest 2.
- Developed in **Unity** using **Oculus's Integration package SDK** and its **hand tracking API**.
- Features included a **keyboard calibration process** in which users align a virtual keyboard to a real one, a **chord detection mode** and **chord lookup mode**.

### BSc Honours Zoology, Queen's University Belfast

MBC, Lisburn Road, Belfast, BT9 7BL (September 2010- August 2013)

**Outcome:** 2.1.

- Course demanded skills ranging from **mathematical, practical to analytical**.
- **Data collection and analysis**; use of software such as Excel, R\* and SPSS
- Performed a **diverse range of lab procedures** requiring precision and care.
- **Dissertation:** 'Pain or nociceptive reflex in crustaceans: are crabs distracted from responding to noxious stimuli'.

### Hazelwood Integrated College

70 Whitewell Rd, Newtownabbey BT36 7ES (2002-2010)

**Grades:**

- **A-levels**; Biology - A, Chemistry - A, History - A.
- **As-Levels**; Applied ICT-: A.
- **GCSE**: 5 A\*, 4 A, 1 B.

## Additional Skills

### General skills

**Hardworking** – dedicated to tasks at hand and always keen to do my best.

**Adaptable** – enjoy encountering new problems to solve, learning new tools etc.

**Creative** – enjoy approaching things from unusual angles, experimenting with new ideas.

**Generalist** – in building full VR experiences, confident in coding a broad range of features.

**Leader** – in a previous sector have been a team leader, training and reviewing others.

### Hobbies/Interests

- Playing guitar and bass
- Writing / recording music
- Drawing

## Referees

### Tom Houston

CEO

Immersonal/Sentireal

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### Cameron Balmer

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### Matthew Collins

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