

ALEX CLARKE

SENIOR XR DEVELOPER

CONTACT

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EDUCATION

UNIVERSITY OF GLOUCESTERSHIRE

BA (Hons)

English Literature/Multimedia (2.1)

SKILLS

- 2D Graphics & Design
- Motion Graphics & Animation
- 3D Modelling and Texturing
- Coding and Frameworks
- Game Development Engines
- 3D Character Rigging and Animation
- Project Management

SOFTWARE

2D Graphics and Design:

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Microsoft Powerpoint

Motion Graphics and Animation:

- Adobe After Effects
- Adobe Premiere
- Adobe Animate
- Element3D

PROFILE

"AI is like a Swiss Army knife. His versatile skills mean he can adapt and apply himself to whatever challenge he is presented with."

Over 25 years experience in honing my expertise across a wide range of software applications and mediums. I can seamlessly integrate myself into most projects, armed with the knowledge and know-how to drive them forward, ensuring they not only meet but surpass expectations.

PROFESSIONAL EXPERIENCE

EchobaseXR 2024 - PRESENT

Freelance XR Developer

Completed a variety of XR projects for clients across different sectors, covering everything from short-term VR scene creation to the end-to-end development and deployment of complex applications.

- Built tailored development environments in Unity using custom Script Machine nodes, enabling junior developers to efficiently create and publish bespoke 360 video modules simultaneously to both VR Headset and WebGL platforms.
- Created instructor-led VR applications enabling trainers and users to interact within the same application instance — with trainees learning via headset while trainers monitor progress and provide real-time feedback from a separate laptop.
- Developed a custom plugin in C# supporting pause-and-resume download functionality for large media files and asset bundles, via Content Delivery Network.
- Delivered rapid proof-of-concept XR prototypes, enabling clients to successfully pitch their vision to investors and secure funding for further development.
- Created highly detailed, immersive VR scenes, optimised for deployment on either tethered or untethered headsets.
- Collaborated closely with clients' internal teams to ensure the smooth development and successful deployment of projects.
- Utilised experience and expertise to provide both out-of-the-box solutions and creative alternatives to tasks and problem solving.
- Provided accurate, cost-effective project estimates, enabling clients to achieve AAA-quality results at a fraction of traditional agency costings.

SOFTWARE (cont)

3D Modelling & Texturing:

- Autodesk 3DSMax
- Maxon Cinema 4D
- Blender
- Substance Painter

Coding & Frameworks:

- C#, Javascript, Typescript, HTML, CSS, SCSS, Maxscript
- ThreeJS
- Angular
- React

Game Development Engines

- Unity
- Unreal
- Meta Spark Studio
- 8th Wall

Character Rigging & Animation:

- Cascadeur
- Daz3D
- Character Creator
- IClone
- Quixel MetaHumans

Project Management:

- Microsoft Dev Ops
- Microsoft Excel
- Google Sheets
- Github

Audio:

- Adobe Audition
- Audacity

Volume
2013 - 2024

Senior XR Developer

My role focused on crafting cutting-edge XR solutions and apps from conceptualisation to implementation for a range of global clients.

- Developed VR games for global Dell events four years in a row – significantly increasing stand engagement and lead generation.
- Led development on Oracle's Dubai AR keynote, sparking a wave of social engagement and interest for the World Bee Project.
- Was heavily involved with cutting edge projects using the Microsoft HoloLens for Castrol.
- Played a key role in the 360 Skills For Life project, a virtual training environment for Key Stages 2 and 3 emerging from the closure of SafeWise physical training centers during the COVID-19 pandemic.
- Helped revolutionise Volume's employee induction process with a suite of VR/AR applications, transforming mundane tasks like Fire Safety into engaging, memorable experiences.
- Scripted multiple components automating time-consuming processes, to promote efficiency and speed up project development.
- Helped to develop a workflow for efficiently using real-time 3D in web-based projects.
- Guided junior team members in coding, design principles, and industry insights through hands-on mentoring and constructive feedback.
- Handled multiple development roles within Volume, minimising outsourcing expenses.

Inovare
2002 - 2013

eLearning Developer

Specialised in designing and developing bespoke eLearning digital content tailored to clients' unique needs and specifications.

- Was a key team member in the delivery of two major curriculums for Dell enabling their sales team to rapidly level up in core skills for selling products.
- Created detailed 3D models and animations to teach the principles of printing technology to OKI employees.
- Helped build the content for a highly technical curriculum for Virgin Media technicians to effectively perform telecoms installations.
- Instrumental in shifting development of eLearning content from largely static web-based content to animated, dynamic and engaging Flash training.

Inovare (cont) 2002 - 2013

eLearning Developer

- Vetted and brought a large team of freelance developers up to speed during a particularly heavy work schedule to successfully ensure Virgin Media Business's Digital Assistant project met its deadline.
- Developed pipeline for importing and processing optimised render sequences from 3DSMax into Flash which sped up workflows.
- Helped facilitate the move from Flash to HTML5 and Canvas ensuring that projects continued to meet quality levels and client expectations.

Gold Expo 1999 - 2002

Co-Founder

My role within a partnership focused on creating and publishing detailed information on golf courses to CD-ROM.

- Single-handedly created 3 volumes of courses, covering 3 counties within the South West.
- Awarded a Princes Trust loan and nominated best new South West start-up business.
- Featured on local Spotlight News.

REFERENCES

Seth White

Head of Immersive - Ride Shotgun

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Philip Wood

Managing Director - Inovare

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