

IAN COLE

XR Developer & Designer

+44 7890992810

ianscole@gmail.com

www.iancole.myportfolio.com

www.linkedin.com/in/ianscole

Plymouth, Devon, UK

SKILLS

SOFTWARE

- Photoshop
- Illustrator
- InDesign
- After Effects
- XD
- Figma
- Unity
- 3D Studio Max
- Substance Painter
- 8th Wall
- AR Foundation
- Vuforia Engine
- Spark AR Studio
- Lens Studio
- MapBox
- Audition
- Sound Forge
- GitHub
- Sourcetree
- Azure DevOps
- Teams & Office
- Visual Studio
- OpenXR
- Meta XR SDK
- Photon Engine
- Tumult Hype

PROGRAMMING & APIs

- C#
- JavaScript
- TypeScript
- Three.JS

HARDWARE

- PC & Mac
- Android
- MacOS & iOS
- Oculus Rift S
- Meta Quest 2
- Meta Quest 3
- Meta Quest Pro
- HTC Vive
- HTC Vive Focus
- PICO 4
- MS HoloLens
- Magic Leap
- Windows MR
- Intel RealSense Camera

PROFILE

I am a multidisciplinary developer and designer specialising in immersive and interactive digital experiences, with a strong foundation in visual communication, UI/UX design and 3D content creation. My work blends creative direction with technical execution, enabling me to deliver high-quality, visually cohesive solutions across XR, web and real-time platforms.

Proficient in Adobe Creative Suite, Figma, Unity and 3D workflows, I bring a strong understanding of branding, layout, motion and user experience principles. I have led projects from concept through to delivery, producing wireframes, storyboards, UI systems and polished visual assets while ensuring performance and usability remain central to the design process.

With experience managing projects, mentoring team members and collaborating closely with clients and cross-functional teams, I combine creative thinking with organisation and strategic awareness. I am passionate about crafting compelling digital content that communicates clearly, elevates brand presence and delivers meaningful user experiences.

PROFESSIONAL EXPERIENCE

XR DEVELOPER & DESIGNER

EchobaseXR – 2024 - Present
website – www.echobasexr.co.uk

- Designed and delivered immersive VR environments for tethered and standalone platforms, combining visual direction with technical execution.
- Created 360° VR and WebGL experiences, applying UI and interaction design to enhance training and storytelling.
- Managed multiple projects from concept to delivery, maintaining clear client communication and high visual standards.
- Collaborated with clients and technical teams to ensure cohesive design and polished final outputs.
- Led quality assurance and iterative design improvements based on structured feedback.
- Researched emerging XR technologies to inform creative direction and innovation.

SENIOR XR DEVELOPER

Ride Shotgun (formerly Volume) – 2013 - 2024
website – rideshotgun.global

- Designed and led the development of XR simulations and interactive experiences for training and marketing.
- Collaborated with storyboard artists, designers and clients to create intuitive, engaging UI designs.
- Produced wireframes, storyboards, UI designs, 3D models and animations for immersive experiences.
- Ensured high-quality deliverables through structured testing and review processes.
- Liaised with clients and cross functional teams, contributing to project scoping and quote generation.
- Researched emerging XR technologies to inform innovation and maintain competitive standards.
- Mentored junior team members, promoting best practices in digital content development and deployment.



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SKILLS

TECHNICAL

- UI and interaction design
- 3D asset creation, unwrapping, texturing, and integration
- Performance optimisation for AR/VR/MR
- Shader development and implementation
- Experience with 360° video and imagery
- Audio editing and integration
- R&D and prototyping
- Google Analytics setup and integration
- Technical documentation creation
- Deployment on Meta Developer Hub, Steam, VIVEPORT, and Microsoft Store

CREATIVE

- Wireframing, storyboarding, and conceptualisation
- Creative problem solving and troubleshooting
- Strong attention to detail

PROFESSIONAL

- Project and time management
- Cross-disciplinary collaboration
- Communication, teamwork, and leadership
- Agile and Waterfall workflows
- Adaptability and resilience

PROFESSIONAL EXPERIENCE

E-LEARNING DEVELOPER

Inovare – 2005 - 2013

- Designed and developed e-learning products and digital content using Adobe software.
- Collaborated with storyboarders and clients to create bespoke e-learning solutions.
- Led and mentored junior team members throughout the creation of e-learning projects.
- Performed instructional design for multiple e-learning projects.

ADVERTISING CREATIVE

South West Media Group – 2004 - 2005

PARTNER & DESIGNER

Dynamite Chicken – 2002 - 2004

EDUCATION

BSC (HONS) MEDIA LAB ARTS - 2:1

University of Plymouth (incl. placement year at Third Dimension) – 1998 - 2002

3 A-LEVELS - ART, DESIGN & TECHNOLOGY, & PHYSICS

Hele's School, Plymouth, PL7 4LT – 1996 - 1998

10 GCSEs

Hele's School, Plymouth, PL7 4LT – 1994 - 1996

REFERENCES

SETH WHITE

Head of Immersive at Ride Shotgun

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PHIL WOOD

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