

Rory Clark

Senior XR Developer

Unity/C# Developer

EngD

<https://rory.games>

me@rory.games

Senior XR developer and seasoned Unity/C# Developer with over 8 years of building interactions, apps, demos, and tools for XR. Extensive work with native Windows and Android plugins and apps within C++, Android, and Java.

I hold an Engineering Doctorate for my work into virtual reality, user interaction, and mid-air ultrasound haptics. I have a strong passion for user experience design and development, alongside my drive to enable others to achieve their full potential, through my knowledge, tooling, algorithms, and insights.

Experience

BeamXR SDK Lead 2024 - Present

XR streaming R&D, native low-level high performance video and audio capture tooling and apps

Designed, developed, and deployed streaming apps and SDKs for Unity, Windows, and Android

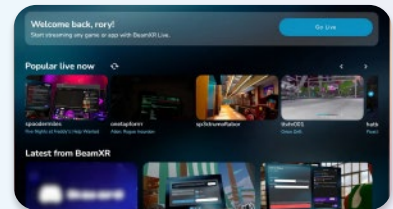
Built both consumer and enterprise focused tooling and apps

Worked extensively with ASP.NET microservices and architected server infrastructure

Significant amounts of rapid prototyping and deployments

Released and maintain a highly rated consumer Meta Quest store app

Worked extensively with AI tooling



Ultraleap Senior XR Engineer 2018 - 2024

VR/AR hand tracking R&D, leading multiple interaction research projects and innovative tooling

Built numerous consumer and customer demos for both XR and ultrasound haptics, primarily in Unity

Extensive amounts of rapid prototyping, bringing interactions and ideas from design to XR

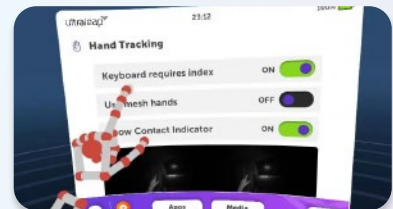
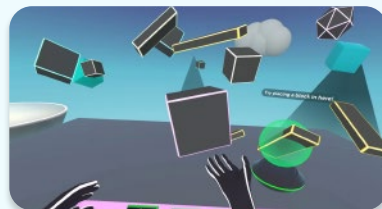
Designed and implemented multiple 2D and 3D UIs across several projects for VR, AR, desktop, and mobile

Deployed applications across numerous XR devices such as Meta Quest, Pico, HTC, and AR glasses

Filed and contributed to multiple patents for both XR interactions and haptic principles

Authored and presented several pieces of work at conferences such as WorldHaptics, MIT, and SIGGRAPH

Worked extensively within both agile and kanban development processes



Experience cont.

Bournemouth University EngD Researcher 2017 - 2021

Doctorate thesis focusing on user interaction with VR, hand tracking, and ultrasound haptics

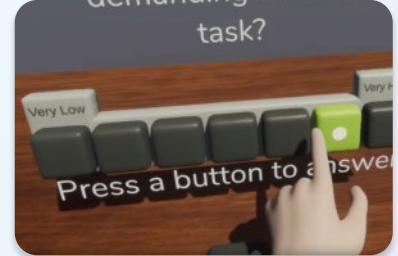
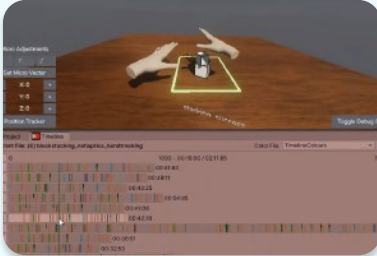
Two user studies comparing the differences between controllers and hand tracking, with ultrasound haptic feedback

Developed and patented a haptic rendering algorithm for 3D shapes

Built and developed the full study stacks across varying hardware and software, with in simulation questionnaires

Developed and open-sourced a user study recording and playback tool for greater analytics

Worked alongside Ultraleap in various other projects while studying



Skills

Unity

10 years

C#, VR, AR, Mobile, Physics, Packages, Editor Tools

C#

10 years

Unity, PhysX, Plugins, ASP.NET, Azure, K8s

UX

4 years

2D & 3D UI, User Research, UI Design

XR

8 years

Hand Tracking, Meta, HTC, Pico, Qualcomm, AR

Qualifications

Engineering Doctorate Bournemouth University 2017 - 2021

Games Programming BSc Bournemouth University 2014 - 2017

Achieved First-Class Honours

Covered Unity, C#, C++, OpenGL, OpenCL, Virtual Reality, AI Programming

Web & Games Dev Btec L3 Bournemouth & Poole College 2012 - 2014

Achieved Triple Distinction Star

References

Craig Gilchrist

Manager and Colleague at BeamXR

craig@beamxr.io

Pip Turner

Manager and Colleague at Ultraleap

pipturner.work@gmail.com

Questions?

Send me an email, I'll be sure to respond ASAP.

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