

Jarvis Gibb

Designer. Developer. Project Manager.

Unity Developer Position



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Experience

Designer, Developer and PM | Greengate VR April 2019 - Present

- Developed a suit of VR experiences for Greengate Power Cooperation
- Using UE4, Mesh Tool's and Substance Source
- Application is currently available for public use.

Lead Content Developer & Co - Owner | ARcane XR September 2018 - Present

- Co-founded a AR/VR company
- Designed, developed and published mobile AR app's for public and corporate applications
- Used Unity Engine, Vuforia, AR Kit, ARCore and EasyAR

Lead Experience Curator | VIVARRA September 2017 - September 2018

- Worked at an Augmented Reality Startup
- Developed an AR app (iOS/Android) for pediatric dental offices, where characters come to life, educate and calm the nerves of children as they wait for their appointments
- Worked as the Lead Content Developer, and managed a small (5 person) agile focused development team
- Used Unity Engine, Vuforia, C#, with the Unity, ARKit & ARCore API's
- Currently live on the App Store and Google Play

Designer, Developer and PM | VR Trade Simulator Feb 2016 - Aug 2017 (contract)

- Worked with Northern College of Ontario to develop Virtual Reality simulations to teach students the basics of Automotive and Heavy Equipment Repair
- Built and managed my own team (6 people)
- Developed in Unreal Engine 4, using Blueprint for SteamVR
- Currently in use at Northern College of Ontario

TL;DR

- Agile Project Management
- Designing Games, Applications & AR/VR content
- Created App's for iOS, Android, PC, Mac & Web
- Coding with <HTML/>, CSS, JavaScript, C#, Blueprint, ReactJS/Native
- Adobe Photoshop, InDesign, Audition & XD
- Unity Engine, Unreal Engine 4, Amazon Sumerian
- Notion, Trello, Pivotal and more!

Education

Game Design/Development | Vancouver Film School
August 2014 - August 2015

Full Stack Development | EvolveU
February 2019 - August 2019

Interests

- Virtual and Augment Reality
- Technology
- Design
- History
- Watch's

Soft Skills

- Easy to work with
- Quick Learner
- Effective under pressure
- Eye for details
- Mind for user focused design

References

Mike Lohaus
President | Calgary Game Developers Association
Mike.lohaus@gmail.com

Greg Hart
Partner | Thin Air Labs
Greg@thinairlabs.ca

Mike Oakes
Chief Technical Officer (Mixed Reality) | 3D Media
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