

Joshua Reason

Software Developer



Melbourne | reason.joshua@gmail.com

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Software developer who specializes in VR and AR Software Development. Has a particular interest in developing Pipeline tools and is in general an all-around great guy.

Education

Bachelor of Information Technology

RMIT

2015 – 2021 | Melbourne

Majored in Games and Graphics Programming

Cert IV in Digital and Interactive Games

BH Institute

2014 – 2014 | Melbourne

Skills

Programming Languages

C#, C, C++, Java, SQL, Python, Rust, Ruby, GLSL

Tools

Git, Jira, Notion, Trello

Game Engines

Unity, Unreal

Awards

Engagement - Industry Collaborations VET Excellence Award 2021

Swinburne

14 Dec 2021

Trijam #132

#1 in Gameplay

A three hour game jam

Professional Experience

Xr Software Developer & Tool Developer

Swinburne - Centre for Transformative Media Technologies

Nov 2017 – Present | Melbourne

- Developed VR and AR Software in Unity
- Developed Pipeline Tools for Unity & Unreal
- Developed Volumetric Capture Tools
- Setup & Maintained Servers used by Development Team

Tutor

Swinburne - Department of Film and Animation

Aug 2021 – Present | Melbourne

- Taught VR & AR Development to Film Students

Freelance Developer

Various

2018 – 2018 | Melbourne

- Developed Graphical Shaders for Unity

Xr Software Developer & Tool Developer

Snobal

Sep 2016 – Nov 2017 | Melbourne

- Developed VR and AR Software in Unity
- Developed Pipeline tools for Unity
- Developed Analytics for VR Software

Projects

Generic Scriptable Variables

Unity Plugin

I maintain an open source plugin for Unity which implements variables in Unity using Scriptable Objects.

Game Jams

Each year I participate in the Global Game Jam, you can find all of my yearly entries here: <https://globalgamejam.org/users/joshua-reason>

Portfolio

You can find more projects I've worked on at: www.joshuareason.com