

# Jonathan Ritson



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## Skills

**General Development:** Unity (10+ yr.), Unity AR & VR (5+ yr.), Unreal (2 yr.), Web AR (8th wall) (2 yr.), Blender (2 yr.), 3DS max (2 yr.), XCode (1 yr.)

**Programming:** C# (8+ yr.), C++ (2 yr.), JavaScript (2 yr.), JSON (2 yr.), Three.js (2 yr.), A-Frame (1 yr.), HLSL (2 yr.)

**Team skills:** Project lead (4+ Commercial projects personally led including from Sky and Curve games), GitHub, Slack, Jira, Source tree, Office/Google suite, Adobe suite, supported with and without AI.

**Other:** Full driving license and car.

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## Personal Profile

I am a Unity/Unreal developer working with Augmented and Virtual Reality. This also includes: Creating projects using Unity C# for AR (Android & iOS), VR (Quest 2, HTC Vive), MR (Including HoloLens and Magic Leap). With other AR applications such as (Spark AR and Lens Studio) and 3D modelling for Web AR using (Three.js, A-Frame, Blender and Gestaltor). Including using MediaPipe with Unity to create body and face tracking applications. I have been developing games for over 9+ years through professional, educational, and personal side projects.

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## Work & Experience

### **Wren Kitchens - Full Time - 3D Developer**

*June 2025 - Present*

#### **Projects**

Unity C# Planner 3D - A 3D kitchen and bedroom visualisation tool.  
Working in a large multifaceted team, using an agile workflow.

### **Immerse - Full Time - Unity Developer**

*March 2023 - June 2025*

#### **Projects**

Multiple VR Training apps for a Pharmaceutical company.  
Unity C# programmer and project lead for 2 VR apps.

### **Apache Solutions - Full Time - Unity/Unreal Developer**

*February 2021 - March 2023*

#### **Projects**

SSE COP26 - (Project lead of a team of 2, Programmer and 3D Modeller),  
Confidential client projects - (Programmer and Lead Programmer),  
The People's Platform - (Web 3D modeller using .glb/.gltf).

### **VireZone - Two weeks Freelance - Unity Developer**

*November 2020 - December 2020*

#### **Projects**

Two Christmas AR related projects - Solo developer

### **HYPD Arena - Summer Job, VR Specialist**

*July 2019- August 2019*

#### **Position**

Retail Esports Arena VR Tech

### **Two games published on the google play store.**

One using AR technology.

### **Volunteer on-site playtester for EA Guildford and Bossa Studios.**

Testing multiple unreleased and unannounced projects

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## Education

### **University of East London, October 2017 - July 2020**

BSc Computer Games Development,

First with Honours

### **Havering Sixth Form College, September 2015 - June 2017**

BTEC Creative Media Production (Games Development): DD

Level 3 Extended Project: A\*

### **Abbs Cross Academy and Arts College, Hornchurch, September 2011 - June 2015**

9 GCSEs including at least 'C' in English and Maths with 'BB' in Information & Communication Technology (Double Award)

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## Interests and Achievements

### **Games Design**

Closed Alpha and Beta tester for Anthem and The Elder Scrolls Online.

Participated in multiple game jams, including Ukie, Side Quest and Ludum Dare.

Attended many game development events and talks e.g. Develop:Brighton, EGX:Rezzed and Unity Dev Days.

### **Music**

Piano - Creating and transcribing music

References available on request