# Robbie Cargill

#### SUMMARY

Experienced development lead and manager, with a proven record building, steering, and mentoring teams to successful delivery on complex and high-budget projects. Passionate about tech and design, and how great engineering, UX, storytelling, and use of tech can together create captivating, empowering experiences.

#### **SKILLS**

# **Engineering & Project Management**

Expert

Managed numerous engineering and project teams experienced in building teams and ensuring effective collaboration between developers and disciplines.



## **Unity Development**

Expert

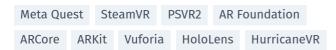
13+ years commercial Unity development experience, up to lead level. Delivered games, visualisations, simulations, and diverse apps for myriad platforms.



## **XR Development**

Expert

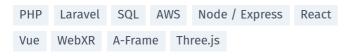
Particular specialism in XR tech, from earliest iterations up to latest hardware. Built VR games, enterprise AR apps for wearables such as HoloLens, and for mobile.



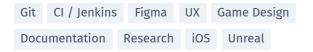
## Web Development

Advanced

Strong knowledge of backend web technologies, notably PHP/Laravel, with numerous delivered products. Utilised React and Vue respectively on different apps.



#### Other



#### CONTACT

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#### **EXPERIENCE**

## Changingday

2020 - 2023 | Product & Tech Lead

- > Joining from start-up, responsible for hiring and fostering an effective collaborative project team of developers, designers, and artists; establishing all processes and tools for team and project management, and ensuring a seamless remote workflow.
- Led successful launch of BLINNK and the Vacuum of Space on all major VR platforms, including PlayStation VR2, Meta Quest, and Steam. Steered through every stage from concept development, research, design, implementation, to publishing.
- > Responsible for PM, product and technical direction.

# **Soluis Technologies**

2016 – 2020 | Lead Developer 2014 – 2016 | Senior Developer

- Led visualisation studio Soluis's interactive team of developers and designers, delivering high-quality immersive interactive experiences for clients primarily in AEC, as well as pharmaceuticals, cinema, marketing, and heritage.
- Implemented significant improvements in workflow, efficiency, and collaboration; introducing tools for communication, task and time management, version control, continuous integration, and recruitment.
- Managed cross-disciplinary teams on successful delivery of strategically critical, high-budget and profile projects.

#### **Bright Static Media**

2011 - 2014 | Developer

> Started Bright Static as a platform for client work, delivering wide range of games and interactive media projects for often high-profile brands; full responsibility for coding, design, project management, and delivery.

# **The Story Mechanics**

2012 - 2013 | Developer

> Worked on experimental digital storyteller's projects such as cross-platform adaptation of *The 39 Steps*, and Edward Lear inspired *Adventures in Nonsense* game.

#### **PROIECTS**

## BLINNK and the Vacuum of Space >

2021 - 2023 | Changingday

VR adventure game designed from the ground-up for autistic players. Directed through initial research and design stages, to resulting game concept, and delivery. Responsible for technical direction and implementation of core systems. Rewarding project, promoting improved accessibility for neurodivergence in games and XR.

# **AstraZeneca Campus Tour**

2019-2020 | Soluis

Expansive VR tour of AstraZeneca's new Cambridge R&D campus, with additional physical dome experience, and mobile 360 tour. Also included a secure web application integrated with AstraZeneca's systems, introducing thousands of employees to their new workspaces.

# **Rock Stop Time Machine**

2019 | Soluis

Designed and built a custom VR and touchscreen installation and interactive experience for the Rock Stop museum. Visitors can use the touch interface to scroll through different geologic periods, put on the VR headset, and step back in time.

#### **Machine Tool AR**

2019 | Soluis

Augmented reality app targeting HoloLens and tablets for Strathclyde University's Advanced Forming Research Centre, projecting simulations of forging processes in context, and intuitively guiding operators through setup.

## Barclays AR Campus 7

2018 | Soluis

Mobile AR apps for use both off and in context on-site, presenting Barclays new Glasgow campus to stakeholders, and for the public unveiling.

#### SPVRS for Tottenham Hotspur 7

2017 | Soluis

Led development on a range of interactive applications for Tottenham's marketing suite promoting their new stadium, including an immersive VR tour; augmented reality apps including AR stadium model, and player photo opportunities; and immersive dome experience.

#### **VR Training Engine**

2015 - 2016 | Soluis

Headed development of ambitious VR training engine for pharmaceutical production, built within Unity, for AstraZeneca. Delivered two training simulations utilising this engine. Particular challenges included the design and implementation of innovative interaction systems for training within a VR environment for evolving tech.

# **Harkness Digital Screen Verifier**

2015 | Soluis

Responsible for R&D on innovative project, with challenge of creating the first highly accurate luminance meter smartphone app for Harkness. Verifier is a native iOS app, available on the App Store, with an impressive ±1fL accuracy level up to 30fL.

## The 39 Steps ↗

2012-2013 | The Story Mechanics

Contracted on digital adaptation of John Buchan's *The 39 Steps*. Multi-platform release, developed in Unity. Responsibility included key gameplay systems, SteamWorks integration, and Android port.

#### **EDUCATION**

# **University of Abertay**

2008 - 2012 | BSc (Hons) First Class

**Computer Game Applications Development** 

#### OTHER ACHIEVEMENTS

#### **Scottish Games Awards**

2023

Won "Pure Quality" award for creative impact, for *BLINNK and the Vacuum of Space*.

## **DAQRI Hackathon Winner**

2015

Led team from Soluis in DAQRI's 2-day Dublin Hackathon event, winning with our augmented remote repair app for the DAORI AR Smart Helmet.

## Dare to be Digital

2011

Team lead and developer in Abertay's global *Dare* games dev competition, making *Aida* from scratch over 8 weeks, before exhibiting to public at *Protoplay* festival.

# **Member of the Scottish Youth Parliament**

2008 - 2012

Elected for two terms to represent views of young people in Angus to decision-makers locally and nationally, including membership of NHS Tayside Youth Forum and SYP Equalities committee.

## INTERESTS

Technology, design, games, narrative, writing, music, film, travel, and digital rights.

#### **REFERENCES**

Available on request.