



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.

Team Leadership Project Management Production

Recruiting Product Direction Jira GitLab

Unity Development

Expert

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

C# .NET Cross-platform XR Mobile PS5

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.

Meta Quest SteamVR PSVR2 AR Foundation

ARCore ARKit Vuforia HoloLens HurricaneVR

Web Development

Advanced

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

PHP Laravel SQL AWS Node / Express React

Vue WebXR A-Frame Three.js

Other

Git CI / Jenkins Figma UX Game Design

Documentation Research iOS Unreal

CONTACT

[linkedin.com/in/robbiecargill](https://www.linkedin.com/in/robbiecargill) ↗

Glasgow, Scotland (available remote, open to relocate)

contact@robbiecargill.com

(+44) 78 2355 0194

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.

PROJECTS

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 ↗

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 ↗

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 $\pm 1\%$ 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 DAQRI 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.