

Darren Perry

Senior Unity Developer

Darren Perry

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Skills

I run The Media Workshop with Tim Dollimore. I take on larger software development contracts managing teams of freelance developers and I also work on projects in a more freelance day rate based role. I'm skilled in Unity C# including the latest developments in DOTS, Render Pipelines, collaborative asset management using Git, package manager and/or Collaborate, custom build pipelines, localisation and issue tracking.

Experience

The Media Workshop / Company Director

OCT 2011 - PRESENT, BRISTOL / SOUTH DEVON

Project lead and lead Unity software developer for all interactive software. Overseeing bespoke teams of developers and artists, heading up quality control, mentoring and skills development.

Dotdotdot / Lead Unity Developer

NOV 2018 - JUL 2019, LONDON

Leading a team of Unity Developers to create four interactive networked VR experiences for Jeff Wayne's The War of the Worlds: The Immersive Experience. Optitrack setup and calibration with Vive VR, Networked gameplay, Leap Motion hand tracking

Freelance / Software Developer

JAN 2004 - PRESENT, BRISTOL

Starting out in Actionscript and MaxMSP and OpenFrameworks. I now spend most of my time with Unity and Arduino.

Education

University of the Arts London / MA Digital Arts

SEP 2010 - NOV 2012, LONDON

Dartington College of Arts / BA Music with Digital Arts

SEP 2005 - JUL 2008, SOUTH DEVON

Awards

TEA Thea Award for Outstanding Achievement - Connected Immersion

THE WAR OF THE WORLDS: THE IMMERSIVE EXPERIENCE