

TIM DODDS

Immersive Tech Developer
at UNSW, Sydney



Sydney, Australia



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www.mrfossy.com

EDUCATION

AdvDip of Professional Game Development (Programming)

Academy of Interactive Entertainment
Sydney, Australia

BA (Honours) in Communications (Media Arts and Production)

University of Technology
Sydney, Australia

SKILLS & SOFTWARE

- Programming (C#, C/C++)
- Game development (Unity, RayLib)
- Source control (Git, Perforce)
- Graphics programming (GLSL)
- 2D/3D Design (Affinity, Blender)
- Audio production (Ableton Live, Reaper, Izotope RX)



WORK EXPERIENCE

UNSW – Sydney, Australia

FEB 2022 - PRESENT

Project Lead, Immersive Tech Developer

- Leading the development of award-winning immersive apps, such as *Icon* (AI conversation platform for web/VR) and *EyeSim* (multiplayer ophthalmology experience for VR) on the Media & Immersive Team.
- Driving decisions in UX design, project planning, software architecture, feature development, and asset pipelines.
- Collaborating with team members and internal stakeholders (IT, Cybersecurity) to build scalable, secure support systems for our apps, such as authoring tools, networking, and data analytics.
- Developing immersive applications and simulations for UNSW students and staff, from initial prototypes to production and post-launch support.
- Implementing third-party generative AI tools into our applications and processes (ChatGPT, ElevenLabs, Hume AI).
- Monitoring trends in software, technology and AI, and sharing insights with teams across the university (Nexus, UNSW College, AGSM).
- Building in-engine tools and reusable libraries to streamline production.
- Delivering VR classes to students across the university, from small groups to large classes of 60 users.
- Supporting research and education projects within and outside the university (medicine and health, disability advocacy, EDI).
- Teaching and supervising work-integrated learning students.
- Creating content (2D/3D assets, audio and music, level design, UI design), as well as design and technical documentation.

Freelance – Sydney, Australia

NOV 2019 - JAN 2022

Audio Producer, Sound Designer, Music Composer

- Composed music for apps, videos, and educational programmes
- Generalist audio production, project management and consultancy

EF Education First – Shanghai, China

JUN 2018 - NOV 2019

Senior Producer

- Oversaw all aspects of audio pre-production, production, and post-production (voiceover, foley, music, mixing/mastering)
- Composed and arranged songs and music for EF's classrooms and apps
- Designed sound effects for a range of digital experiences (apps, videos, retail installations, AR/VR, smart devices)
- Developed concepts for new products and interactive prototypes
- Managed external creative partners (talent hunting, contract negotiation, creative direction, setting milestones, production check-ins)

EF Education First – Shanghai, China

JAN 2015 - JUN 2018

Multimedia Producer

- Audio, video, writing, copyediting, proofreading, visual/content design

References available upon request