Jonah Ling

Spatial Computing & XR Experience Designer/Developer

Click on the objects to view my previous projects
(compatible PDF viewers only)

A multi-award-winning **digital generalist** with a diverse skill set that ranges from VR application development to environmental design, virtual production and beyond.

Originally trained as an architect, I now bring the same rigour and creative problem solving to virtual design. My heart lies in humanising our digital world by **reimagining the user interface**.

Mixed Reality Interaction R&D
Nov 24 – Present

Exploration into mixed reality workflows with the Virtual Production at Model Scale team at **Aardman Animations**, the creators of Wallace & Gromit and Shaun the Sheep.

In partnership with Watershed's Pervasive Media Studio and MyWorld

Cinematic & Videogame Architecture MArch
Sep 23 – Sep 24

Master's degree at the **Bartlett School of Architecture** developing critical theory and skills in XR, videogame and film design and production.

Grade: Distinction

RIBA Part 1 Architecture BA (Hons)
Sep 20 – Jul 23

Traditional architecture bachelor's at the **Oxford School of Architecture** focusing on critical and meaningful spatial design.

Grade: 1st Class (GPA>4.0)

Find me

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in jonahling

For **talks**, **exhibitions** and **selected press** please click <u>here</u>.

Skills

VR application building, offline rendering, game development

Scale modelling, parametric design, physics simulation, real-world analysis, 2D graphics

Video editing, compositing, VFX, motion graphics

Animation, physics simulation, offline rendering

VR integration

Awards

- Cinematic & Videogame Architecture Skills Prize 2023/24
- Riach Architects Prize for Dissertation 2023
- RIBA Oxfordshire Prize 2021