Jonah Ling

Spatial Computing & XR Experience Designer/Developer

A multi-award-winning **digital generalist** with a diverse skill set that ranges from VR application development to environment 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 Developer
Jun 25 – Present

Finalising the mixed reality tools previously developed with the Virtual Production at Model Scale team at **Aardman Animations** and testing them on a live production.

Mixed Reality R&D
Nov 24 – May 25

Exploration into mixed reality workflows with the Virtual Production at Model Scale team at **Aardman Animations**.

In partnership with Watershed's Pervasive Media Studio and MyWorld

XR Designer/Developer
Jun 25 – Present

Freelance XR development services for various immersive installations and prototypes. Projects include a set of 4 VR/AR prototype experiences at the **Guildhall School of Music and Drama**, and virtual production/ volumetric capture consultancy for **Distortion Studios**.

Cinematic & Videogame Architecture
MArch | Bartlett SOA | Distinction

RIBA Part 1 Architecture
BA (Hons) | Oxford SOA | 1st Class

Find me

🌐 jonahling.design

✉ hello@jonahling.design

📷 @jonah.ling

▶ @jonah-ling

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

360° video editing, compositing, VFX, motion graphics, spatial audio mixing

Animation, physics simulation, offline rendering

VR/AR integration

Awards

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