

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**.



XR Designer/Developer

Jun 25 - Present

Freelance XR development services for various immersive installations and prototypes.

Projects include leading development on VR/AR experiences at the **Guildhall School of Music and Drama** in association with Target 3D and using 4D Views Holosys volumetric capture, virtual production/volumetric capture consultancy for **Distortion Studios**, and virtual spatial reconstruction with **Aisling O'Carroll** for ETH Zürich.



Mixed Reality R&D

Nov 24 - Jun 25

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

A MyWorld × Watershed's Pervasive Media Studio Fellowship



Cinematic & Videogame Architecture MArch | Bartlett SOA | Distinction



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

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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



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