Russ Morris

Developer of Games, Apps and Interactive Projects

Developer and designer with over 14 years industry experience making games, apps and interactive content across all major platforms (web, mobile, console, AR & VR). My career spans hands-on development, design and technical leadership. I collaborate with and empower creative talents to craft unique experiences without compromise. I work closely with all team members, solving technical challenges and ensuring the focus on the creative process is never lost. I pride myself on my ability to listen to and interpret the vision of a project; taking on the technical responsibility to deliver the vision of the creative team and provide an excellent end-user experience, regardless of the platform, device or location.

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📍 Bristol, UK

🎓 BA Game Cultures (2010)
London South Bank University

AREAS OF EXPERTISE

Game & App Development — Project Management

Unity · Unreal · Flutter · AR/VR · Content Pipelines — Technical Documentation

UI Design · UX · Technical Leadership · TDD · XCode — Agile Methodologies

C# · Lua · Dart · CI/CD · iOS · Android — Training and mentoring

WORK EXPERIENCE

Lead Interactive Developer
01/2022 - Present

Aardman Animations Ltd

Bristol, UK

- Leading the technical development of games, apps, and XR experiences
- Hands-on design and development of games, interactive projects and apps
- Utilising modern mobile and web technologies such as Unity, Unreal & Flutter
- Provide hands-on support to internal and freelance developers
- Creating and update tech specs, roadmaps, and project schedules
- Developing a modern pipeline for game-ready assets and animations
- Establish and develop internal frameworks, modules and tools to be used across multiple projects
- Establish and implement effective software development processes
- Manage build pipeline and CI/CD systems
- Manage the release, distribution and long-term support for internal and client projects

Lead Platform Developer
02/2019 - 01/2021

Rescape Innovation Ltd

Cardiff, UK

- Led and managed development of the Doctor VR (DR.VR) product, a multi-platform (VR and mobile) pain and anxiety management tool used in NHS and private healthcare
- Supported other members of the development team
- Established and managed mobile VR optimised content pipeline
- Deployed applications across multiple hardware targets
- Designed and developed interactive VR experiences and games for pain and anxiety management
- Managed technical scoping, scheduling, and technology roadmaps
- Contributed to UX design of platform features and content

Story Sign - Lead Unity Developer (Contract)
08/2018 - 01/2019

Aardman Animations

Bristol, UK

Story Sign is an app that teaches deaf children to read by translating story books into sign language using OCR technologies and machine learning. Released on iOS, Android and Huawei

- Led development of Unity project which also required bespoke native android and iOS plugins
- Integrated Firebase MLKit and Huawei MLS
- Developed in house CMS system to manage and deliver remote content to the app

Legends of the Sky - Lead Unity Developer (Contract)   08/2018 - 01/2019

Rant / Cadw

Cardiff, UK

Legends of the Sky was an interactive installation housed at Caernarfon Castle. Users could interact with virtual dragons, rendered with 3D hologram displays, by using integrated touch screens.

- Led development, collaborated closely with the creative team and managed the technical requirements for custom hardware and assets
- Required soak testing to ensure 4 iPads and 1 PC running 4 external displays would run for 10 hours a day for 3 months

Treasure Hunters - Lead Unity Developer (Contract)   09/2017 - 02/2018

Aardman Animations

Bristol, UK

Treasure Hunters turns museums in to digital playgrounds by setting groups or individuals challenges that encourage exploration and communication.

- Led development and contributed to design, UX and animations
- Created and integrated a custom CMS to serve remote data to the app

Dylan's Den - Lead Unity Developer (Contract)   06/2016 - 01/2017

Rant / Principality Building Society

Cardiff, UK

Dylan's Den teaches children the value of money through a series of mini-games and interactions with their own digital Dylan by buying him clothes, toys and food.

- Created a persistent digital pet with extensive customisation features
- Released on iOS and Android

Teletubbies - Lead Unity Developer (Contract)   09/2015 - 03/2016

Complete Control / BBC

Bristol, UK

Teletubbies on Cbeebies Playtime allows players to interact with Tinky Winky, Dipsy, Lala and Po in a series of mini-games.

- Led development and integrated BBC frameworks

Thud Media - Senior Developer   09/2014 - 09/2015

Cardiff, UK

Design and development for games on iOS and Android platforms. Responsible for building, testing and distribution.

If You Can - Game Developer   02/2013 - 02/2014

London, UK

Engine all-arounder. Prototyping gameplay features, established content pipeline for art, animation, audio and design. Managed builds and distribution.

Unity Technologies - Product Evangelist   02/2012 - 01/2013

Brighton, UK

Delivered training, workshops, technical talks and troubleshooting to clients building project in Unity across Europe, the United States and Australia.

PLA Studio - Gameplay Programmer   03/2011 - 02/2012

London, UK

Developed and designed games for web and iOS.