

What areas of Unity expertise have you developed?

Over the years my expertise has changed quite a bit. My business partner Andrew and myself run Synty Studios and we've got three artists that we basically lead. But I still really like to model, I've mastered the craft of modelling and I like just being able to sink into my seat sometimes and just do some good, honest work.

One day I'm doing point cloud data and I'm working with LIDAR scans and then I use a variety of different plug-ins, whether it's Cinemachine, Post-processing Stack, Anima2D, so there isn't just one area that I focus on specifically. I value being a generalist just because it gives me a perspective, especially from a producer point of view. I think right now I would consider myself a specialist, the kind of VR that I'm creating is interactive and it's also social, and those are two really important tenets of my work.

My areas of expertise in Unity are very generalised, because I teach Unity and have to cover a whole bunch of different areas. So I would call myself a Jack of all trades. I would consider myself a specialist in being a generalist. I get to learn a little bit about everything and improve my skills with what I do.