Scott Naylor

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DEVELOPER OF MEDIA TECHNOLOGY

I am a 28-year-old creative technologist with over 7 years of experience in developing various forms of VR, AR, Mobile, Web and desktop applications. My passion however lies in extended reality. With full stack experience, I am well-versed in bringing ideas to life through iterative processes of design, implementation, and evaluation of applications with creative problem-solving skills. I have worked as part of a team throughout my 5 year education at Aalborg University and professionally for the past 3 years. If you'd like to see some of my past projects click here. Although, I must say, it is currently under development and not made for mobile at the time of writing!

EDUCATION

2018 - 2021	BSc. Medialogy at **Aalborg University Copenhagen**	(GPA: 8,6)
2021 - 2023	MSc. Medialogy at **Aalborg University Copenhagen**	(GPA: 11,5)

WORK EXPERIENCE

3D Developer   March 2021 - present

- Design and implement a web based CRM platform from scratch using Alibaba Cloud as the backend (Alibaba Cloud due to working closely with Chinese)
- Develop plugins for 3DS Max to make the 3D artist's lives a little easier
- Design and implement SOPs/workflows for various stages of the 3D workflow
- Model, texture, light and render photorealistic scenes for marketing purposes
- Create promotional videos of products using Unreal Engine

PROJECTS

VR Escape Room for Corporate Compliance Training   Link to Info

This was my Master Thesis project developed during my MSc in Medialogy. I was the fullstack developer of this multiplayer VR experience aimed at creating a corporate compliance training that was more motivating, engaging, and improved learning of employees in comparison with traditional self-study e-learning methods. The testing indicated positive results. The main VR gear used was four Meta Quest 2 devices, as well as a Meta Quest Pro during in-house testing.

HoloBand - AR   Link to Info

Made in collaboration with Rigshospitalet in Copenhagen and Multisensory Experience Lab AAU CPH, following usercentered design. I was the fullstack developer of this augmented reality experience to train music perception for the hard of hearing. Our research was published at the AES 2022 conference held by the Audio Engineering Society.

DuoRhythmo Link to Info

Made in collaboration with Microsoft Research, International Alliance of ALS/MND Associations and the Multisensory Experience Lab at AAU CPH. My team and I designed and developed a Collaborative Accessible Digital Musical Interface (CADMI) for people living with ALS and their caretakers. Our research was accepted at the CHI23 conference. I was a fullstack developer for this project. We Utilized accessible design to allow multimodal input to the app: eye-tracking, dwell time, or mouse. It was published on the Microsoft Store and Microsoft wrote an article about the project See here.

PUBLICATIONS

Ivanyi, Balazs et al. (Aug. 2022). "HoloBand: An Augmented Reality Experience to Train Music Perception for the Hard of Hearing". In: *Audio Engineering Society Conference: 2022 AES International Conference on Audio for Virtual and Augmented Reality*. URL: https://www.aes.org/e-lib/browse.cfm?elib=21831.

Ivanyi, Balazs Andras et al. (2023). "DuoRhythmo: Design and remote user experience evaluation (UXE) of a collaborative accessible digital musical interface (CADMI) for people with ALS (PALS)". In: *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems*. CHI '23. ¡conf-loc¿, ¡city¿Hamburg¡/city¿, ¡country¿Germany¡/country¿, ¡/conf-loc¿: Association for Computing Machinery. ISBN: 9781450394215. DOI: 10.1145/3544548.3581285. URL: https://doi.org/10.1145/3544548.3581285.

SKILLS

Languages	C#, Python, JavaScript, Node.js, JSON, HTML, LaTex, MaxScript, VBA
Programs	Unity, Unreal Engine, Blender, Processing, 3DS Max
Platforms	VR (Meta Quests
HTC Vives), AR (HoloLens 2	Mobile), Collaborative accessible interfaces
Backend	Alibaba Cloud, PlayFab, Firebase
Networking	Mirror, Normcore, Photon
Dev Tools	Visual Studio Code, JetBrains Rider, GitHub, Jupyter Lab