



Alexander Quinn

VR Researcher
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Profile

I am a PhD Student nearing the end of my doctoral studies. Fascinated with the connections and interactions between emerging technologies and people. With a large focus in the topic of getting the most of out Virtual Reality.

Employment History

QA Tester at Tag Games, Dundee

06/2020–06/2021

- Headed the research and application of automation for commonly ran manual tests.
- Creation of effective test cases and Automated test scripts.
- Coordinated with external vendors to ensure maximum test coverage.
- Clearly communicated the health of our product to internal and external teams through status reports and in daily stand ups.
- Logged issues in Jira, reporting the issue to the developers and taking full ownership and accountability following up to ensure that corrective action was taken.

Software Developer at Dotsys, Coleraine

03/2021–10/2021

- Developed Software and Websites for Finance & Insurance Sectors.
- Championed the need for automated testing with current testing processes being expensive.
- Designed, Developed and Implemented a brand new automated testing suite for every product in the entire company.
- Tested and worked with product security, based on the clients requirements.

Education

Applied Computing BSc (Hons), University of Dundee, Dundee

2016–2020

Upper Second Class Honors (2:1)

Notable Modules:

- *Artificial Intelligence*
- *Agile Methodologies*
- *Data Structures & Algorithms*
- *HCI (Human Computer Interaction)*
- *Courses in Java, C#, C++, Python and Web Development*

Links

[Linkedin](#)
[QUB Researcher Page](#)

Skills

C# And Unity Development (VR)
Research Methodologies
Interdisciplinary Teamwork
Working in an Agile environment
Manual & Automated Testing
Data Analysis
Collecting Raw Data
Virtual Reality
Motivational Design

References

References available upon request

Dissertation

My Dissertation was titled: "Music Creation in Virtual Reality". In this project, I researched Virtual Reality as an educational & Interactive medium. I then Coded, using C# and Unity, a fully immersive 3D Virtual Reality environment for people to freely roam and try out their favourite instruments. Whilst learning the fundamentals of Music Creation.

Doctoral Scholarship (PhD), Queens University, Belfast

10/2021–Present

Awarded a fully funded PhD research position via the Lambrinudi Scholarship at Queens University Belfast, to study an immersive interdisciplinary project.

Awards

- AHSS Digital Teaching Award Winner: Leadership and Innovation Category 2023

Positions held

- *Held the Position of "Head of Technologies" At the Immersive Media and digital mental health network.*
- *Currently a member of the Research Center for Technology and Innovation of Mental Health and Education (TIME).*

Research Conducted

- Conducted a 3 Phase, Mixed methods Research project with Health and Social care students.
- Designed, ran and statistically analysed my own user studies.
- Collected and Curated my own data using an experimental design in a classroom scenario.
- Built and tested my own custom Virtual Reality teaching Scenarios working with input from educators of different disciplines.
- Adapted and reformed throughout each phase of the research, working with user feedback and aiming to match the learning and motivational needs of the next group.