

VR/XR/AI Specialist

akquinnn@gmail.com

07855035155

Alexander Quinn

Links

Quinnxr.com

[Linkedin](#)

[QUB Researcher Page](#)

Profile

Tech obsessed VR Researcher - with a passion for cutting edge tech and prototyping.

Currently thriving as a full-time AI-Driven Learning Developer, leveraging AI to streamline analysis and craft transformative learning strategies. Dedicated to pushing the boundaries of edutech and bridging the gap between advanced technology and accessible education.

Employment History

AI-Driven Learning Developer at Trilogy

10/2024–Present

- Manage and oversee the learning data and processes for an entire high school, leveraging AI to optimise educational workflows and enhance learning outcomes.
- Design and fine-tune prompts for Generative AI (GenAI) systems to maximise efficiency, accuracy, and relevance, ensuring seamless and consistent integration into diverse educational and operational contexts.
- Develop and implement scripts utilising GenAI APIs and create custom GPTs to streamline processes across the organisation, saving time and increasing productivity.
- Author comprehensive documentation for AI solutions, ensuring clarity and accessibility for diverse audiences with varying levels of technical expertise.
- Act as a liaison across teams, effectively communicating the functionalities and practical applications of AI technologies to stakeholders at all technical proficiency levels.
- Collaborate with educators, administrators, and technical teams to design and deploy AI-driven tools tailored to improve productivity and facilitate innovation in daily operations.

Skills

- C# and Unity Development
- Research Methodologies
- Interdisciplinary Teamwork
- Agile Methodologies
- Manual & Automated testing
- Data Analysis
- Virtual Reality
- Motivational Design
- Artificial Intelligence
- Prototyping
- Python

References

References available upon request

Freelance Prototype Development (VR, WebGL)

10/2024–Present

I offer companies a unique and experienced perspective, drawing from over three years coding in the video game industry, four years in educational research, and five years as a creative technologist working with cutting-edge technology.

- Created a full-scale AI/VR platform that connects students with AI-driven characters, fostering critical thinking and interactive learning.

- Collaborated with stakeholders across diverse cultural, geographical, and technical backgrounds to ensure project alignment and success.

- Managed tight project timelines while leading meetings with product owners to develop clear, comprehensive technical specifications outlining both essential and desirable features.

- Leveraged established systems developed by the company to integrate my new features, ensuring seamless functionality and robust performance without redundant development efforts.

Education

Virtual Reality 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

- **Every single Midwife educated in the country (Northern Ireland) Is now directly taught using my Virtual Reality simulations.**
- Conducted a 3 Phase, Mixed methods Research project with Health and Social care students.
- 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.

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

01/2016–01/2020

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

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