David Nichol

Senior Software Engineer (VR / XR)

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Summary

Senior Software Engineer specializing in real-time VR systems, multiplayer networking, and performance-critical Unity applications. Proven experience shipping production VR platforms used by universities nationwide. Strong background in systems design, optimization, and cross-functional collaboration.

Professional Experience

Lead Developer of Simulations (Senior VR Developer)   May 2022 – Present

VictoryXR — Davenport, IA (Remote)

Promoted from VR Developer → Senior VR Developer → Lead Developer of Simulations

- Architect and implement networked, real-time VR systems in Unity for large-scale educational platforms
- Ship production VR simulations including dissections, museums, and science labs
- Design multiplayer synchronization, interaction systems, and scalable scene architectures
- Optimize CPU, GPU, and memory performance for standalone VR hardware
- Own technical direction for multiple shipped VR simulations

Software Engineering Intern (Data / Mobile)   Apr 2022 – May 2022

STIGMA App — Chicago, IL

- Built features for a mental health app using Draftbit, Xano, and React Native
- Implemented UI logic and data handling

Game Programming Intern (VR)   Jan 2019 – May 2019

Dark Catt Studios — Saint Charles, IL

- Developed VR applications using Unreal Engine (C++ & Blueprint)
- QA testing, debugging, and performance profiling

Education

B.A. Game Programming — Columbia College Chicago (2018–2022)

Technical Skills

LANGUAGES	C#, C++, Java, JavaScript
ENGINES & TOOLS	Unity, Unreal Engine, Git
SYSTEMS	Multiplayer Networking, Performance Optimization, Math & Physics, AI Systems