*Dustin Boyle is a highly skilled and experienced Senior Unity Design Engineer with a strong background in Video Game Design. He possesses a passion for innovation and creating immersive experiences using emerging technologies, specifically focusing on eXtended Reality (XR). With his expertise, Dustin brings a unique perspective to drive innovation and create captivating experiences for businesses.*

*Throughout his career, Dustin has held various roles, including Senior Unity Design Engineer at Price Waterhouse Coopers (MBO Partners Consultant), where he crafts and develops XR prototypes within the Emerging Technologies Department. He has also served as a Unity Developer/Digital Consultant at Wells Fargo (Kforce Consultant), where he devised and implemented Mixed Reality experiences for the future of banking and conducted research and development of novel technologies applicable to finance and AR/VR.*

*Dustin's experience also encompasses working as a Unity Developer at Sira Medical, where he designed and engineered Mixed Reality experiences for medical purposes using the Microsoft HoloLens and HoloLens2. He has also worked as a Freelance Unity Developer/Mixed Reality Developer, creating Mixed Reality experiences for head-mounted displays such as the Microsoft HoloLens.*

*Additionally, Dustin has served as a Developer at Drop (an HTC Vive Company), where he conceptualized and developed a Virtual Reality Internet Interface for the HTC Vive. He has also worked as a Designer at Sony Interactive Entertainment, where he devised and implemented use cases for new technologies within the PlayStation Research & Development department.*

*Dustin's expertise in Unity 3D and C# programming has enabled him to contribute to various projects and games, including "Dog Save The Queen" and a series of mini-games for Android at Indy Dragon Studios, "CyberPong VR" at Colopl Ni, "Germbuster VR" and "Wizard Academy VR" at Realiteer, and "Wing0Star" and "Orbit's Odyssey" at Paperkyte.*

*Dustin holds a Bachelor's of Fine Arts degree in Video Game Design from the Academy of Art University. He has also received recognition for his exceptional GPA and his contributions to the game industry, including co-founding Indy Dragon Studios and working as a Game Designer for Sony PlayStation R&D, where he played a pivotal role in a patent for VR interaction.*

*In summary, Dustin Boyle is a highly skilled and experienced eXtended Reality Software Engineer with a robust background in Video Game Design. He possesses a fervor for innovation and creating captivating experiences for businesses. His diverse experience in the gaming industry and expertise in emerging technologies make him a valuable asset in driving innovation and creating immersive experiences.*