

WILHELM GERNER

UNITY / VR / XR SOFTWARE DEVELOPER

XR software developer with two completed XR degrees, 9+ years of practical VR/XR experience and 10+ years building with Unity. Currently developing industrial XR training environments at Hochschule Karlsruhe — combining Unity development, applied research and project coordination.

Lohmar / Cologne–Bonn Area | wilhelmxr@gerner.email | linkedin.com/in/wilhelm-gerner | gerner-portfolio.com

9+

YEARS VR / XR EXPERIENCE

10+

YEARS BUILDING WITH UNITY

2

XR DEGREES — B.SC. + M.SC.

HKA

ACADEMIC XR STAFF,
KARLSRUHE

01 CURRENT ROLE

HOCHSCHULE KARLSRUHE

Academic Staff · XR Development & Research

Developing industrial XR training environments for refrigeration, air conditioning and heat pump technology. Scope spans Unity development, project coordination, applied research and thesis supervision — translating research goals into interactive systems used by real technicians.

02 SELECTED XR EXPERIENCE

01 XR2ACH

Research Project · Hochschule Karlsruhe · 2025–present
Industrial XR training environments for refrigeration and climate technology.

02 Fraunhofer CML

Student Researcher · 2022–2024
VR interface for Boston Dynamics' Spot robot; hand tracking and gesture recognition.

03 VRHorizon

Award-Winning Bachelor Project · 2020
Infinite-walking VR shopping mall, presented at CHI PLAY '20.

04 AnimVRig 2.0

Master's Thesis · 2024
Real-time VR animation tool on Unity's Movement SDK for Quest 3.

03 CORE EXPERTISE

DEVELOPMENT

C# · Unity · Unreal Engine · Godot ·
Unity DOTS

XR SYSTEMS

Meta Quest · Varjo XR-3 · HTC Vive ·
HoloLens

INTERACTION & TRACKING

Body Tracking · Hand Tracking · MoCap
· Haptics

WORKFLOW

Git · SCRUM · Project Coordination ·
Thesis Supervision

04 EDUCATION

M.Sc. Digital Reality

HAW Hamburg · 2021–2024

B.Sc. Virtuelle Realitäten

SRH Hochschule Heidelberg · 2017–2020

05 PARTICULAR STRENGTHS

XR development across academic and industrial contexts · Technical project coordination · Applied research translated into working systems · Self-directed development · Bridging technical and non-technical stakeholders.

Also open to roles combining AI and robotics with this XR / Unity foundation.