

# Jaden Gilley

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*Interdisciplinary media and technology professional with experience leading VR and AR projects, building immersive experiences, and collaborating across technical and creative teams.*

## Experience

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- President, VP and Member, VR Club at UIUC** 2022-2025  
Directed meetings and events incorporating modern virtual reality technology for up to 100 attendees. Was responsible for equipment innovation and day-to-day operations, as well as other various club functions.
- Technology and Media Team, Dokidokon LLC** 2021-2025  
Was responsible for 5 different audiovisual setups for over 3000 attendees and administrated several events requiring precise team planning and execution.
- Broadcasting Director, Illini Esports** 2021-2024  
Directed the broadcasting team, organized events, implemented and utilized streaming software such as OBS to stream events to Twitch with an audience of over 100 viewers.
- Experience Coordinator, MassVR** 2021-2022  
Led the user experience team in day-to-day operations of a virtual reality experience company which included device and software troubleshooting, communication with developers and client interaction.
- Robobubble Engineering Intern, Bubble Health** 2021  
Researched various functions of the proposed Robobubble medical robot caretaker including vision, mobility, and electronics. Involved in the research of manufacturing and assembly of the prototype.
- Technical Assistant, Holy Trinity Church** 2020  
Ran weekly technical jobs for the church including streaming, video, and photo editing.

## Projects

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- Project Lead, Ghost Escape (AR Game)**  
Led a project for an augmented reality game built with Unity and the XREAL SDK at Stanford's Immerse the Bay hackathon. Authored the game design document, coordinated developer workflows, supported technical decisions, and presented the final product to judges.
- User Experience and Integration, Temp-i-Touch (VR Hardware Device)**  
Worked on the physical user integration, experience and marketing for the Temp-i-Touch project at MIT Reality Hack 2025. Responsible for the module that secured the device to the user and the product video.
- Project Lead, Hawaiian Inter-Island (Engineering Project)**  
Led a multidisciplinary team at UIUC in developing a comprehensive aerospace design proposal for a commercial electric island-hopper aircraft, overseeing project planning, systems integration, and technical documentation.
- Editor and Producer, Video Projects**  
Managed post-production and team operations, co-developed scripts, directed creative storytelling, and crafted polished final cuts through hands-on editing and narrative refinement.
- Producer and Emcee, Illini Esports Invitational (Event)**  
Organized and managed an online esports invitational, coordinated teams and broadcasts, developed event scripting, and engaged live audiences as on-camera emcee for a seamless entertaining experience.

## Additional Experience

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- Sales Representative and Community Assistant, Octave Apartments** 2024-2025
- Guest Experience and Host Lead, Hampton Social** 2023
- New Trier STEM Camp Counselor, New Trier High School** 2018-2022

### Tools & Software

Adobe Premiere Pro  
Adobe Photoshop  
Microsoft Office

Google Suite  
OBS Studio  
Git / GitHub

Unity Engine  
Unreal Engine  
Blender Software

### Skills

Leadership  
Customer Service  
Problem Solving

Communication  
Detail-focused  
Adaptability

## Education

- Bachelor of Science in Media & Cinema Studies with a specialization in Aerospace Engineering from the University of Illinois at Urbana-Champaign, December 2025