

JAROM SIDWELL



Jarom Sidwell is a Hollywood visual effects veteran known for his work on blockbuster films such as *The Avengers*, *Avatar*, *The Hobbit*, *The Adventures of TinTin*, *Man of Steel* and *Transformers*, among others. The highlight of his career though was being an especially ugly Gundabad Orc in *The Hobbit: Battle of Five Armies*.

Sidwell created Immersive History, a software company focused on bringing the past to life through immersive storytelling and gaming using Virtual Reality, Augmented Reality, and Mobile Apps. Immersive not only focuses on wholesome games for families but has also created immersive, education-focused training simulations for Kellogg's, McDonald's, and Walmart.

The next project slated to release under Sidwell's direction is the VR game "DvG: Conquering Giants" - a reimagined immersive experience based on one of history's greatest duels (David vs Goliath). Armed with a unique, powerful sling, gamers will fend off ravenous wolves, ferocious lions, and a massive bear before battling the giant himself (Goliath).

"DvG" will be available to consumers November 2020 under the publishing company Virtuous VR Gaming (VVRG).

To learn more about what Jarom and his team are up to, visit: ImmersiveHistory.com