

Curriculum Vitae

Personalalia

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|-------------------------|--------------------------------------|
| Name | Mick Gerritsen |
| Date of birth | March 8th, 1999 |
| Place of birth | Zevenaar |
| Nationality | Dutch |
| Driver's licence | B |
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Profile

My main profession is XR development, but I also have a good feeling for design. I have a good knowledge in the space of game development and game design which I have translated to XR development, so I am not shy of prototyping, testing, researching and designing. I am experienced especially with the Unity game engine and Unreal Engine (mostly blueprints). I care about the needs of clients and know how to come up with fitting results for their specific problems. I have been making games and software for different platforms like PC (Mac and Windows), Android, VR (Oculus Rift, Quest 2 and Pro), AR and Nintendo Switch. People know me as: creative, collaborative, critical thinking and perseverant.

My portfolio website: mickgerritsen.com

Education

Secondary school: Higher General Secondary Education, Liemers College at Zevenaar
Profile: Nature and Health

Bachelor of Creative Media and Game Technologies, University of the Arts Utrecht
Game development

Graduation: June 30th, 2017

September 2017 - January 2022

Gameplay trailer graduation project: [An Artist's Perspective](#)

Work Experience

360Fabriek

Freelance remote XR developer

- Unreal Engine 5 applications
- Unity VR physics interactions

March 2023 - now

360Fabriek

XR developer

- VR firetruck training
- Smaller VR experiences
- Learning Unreal Engine 5 and developed Unreal Engine 5 configurators

April 2022 - February 2023

Degoma

Freelance game developer (VR and mobile)

- Gameplay programming
- Tool development (2D level design tool)
- UI programming

March 2020 - March 2022

Studentaanhuis

Computer help

March 2018 – August 2020

Visser Transport B.V.

Logistician

Summer vacation of 2017

De Persgroep Distributie

Newspaper deliverer

Summer vacation of 2015

Skills

Programming Languages

C# (Unity)

HTML, CSS, Javascript

Basic Python

Basic C++

Arduino Programming

Software

Unity Engine

Unreal Engine 5

Adobe: Photoshop, Illustrator, InDesign, Premiere Pro, Adobe XD

Git

Maya

Blender

Arduino IDE

Platforms

Windows PC

Mac

Android (and AR)

Nintendo Switch

Arduino

VR (Oculus Rift, Quest 2 and Quest Pro)