

# MICK GERRITSEN

XR Software Developer

[mickgerritsen.com](http://mickgerritsen.com)

✉ [mick@gerritsen-online.nl](mailto:mick@gerritsen-online.nl)  
☎ +31 6 38412735  
📍 Gouda, Zuid-Holland, NL  
🌐 [linkedin.com/in/mickgerritsen](https://www.linkedin.com/in/mickgerritsen)

## OBJECTIVE

With a background in Game Development and Design, I transitioned to XR development. I approach software development with a strong user-centered focus. My curiosity encourages me in exploring innovative immersive technologies and I don't shy away from any technical challenges. My motivation is to deliver the best experiences possible.

## EDUCATION

Bachelor of Creative Media and Game Technologies | Game Development  
[Video to my graduation project](#)

**University of the Arts Utrecht**

📅 September 2017 - January 2022  
📍 Utrecht, NL

**Award:** Global Game Jam 2019 (Best Game and Audience Award)

## SKILLS

Unity (3D, AR | XR | VR) and UE5 blueprints (3D)

C#, Web (HTML, CSS, Javascript),  
Arduino programming, basic Python,  
basic C++

XR development and design

Adobe CC and Figma basics for UI

Basic Maya and Blender

Platforms: Meta Quest 2 | Pro | 3,  
Android, iOS, Nintendo Switch, Apple  
Vision Pro

## WORK EXPERIENCE

Lead Developer (XR)

**360Fabriek**

August 2023 - current | Rotterdam, Zuid-Holland, NL

- Leading projects both technically and conceptually. This taught me management and communication skills by working with clients and team members.
- Development of Unity applications, like the F1 Paddock AR Experience with object (trained) recognition based on Vuforia and Unity for iPad. And other XR/VR experiences built for Meta Quest 3 like a healthcare onboarding training and developments to the VR firetruck training.
- Continued development of the Unity glass panel door configurator and additions to the UE5 dormer configurator.

XR Developer (freelance)

**360Fabriek**

March 2023 - August 2023 | Rotterdam, Zuid-Holland, NL

- Decided to travel in a camper van all around Europe and it was a great experience. I didn't want to abandon 360Fabriek and offered to work for flexible hours remotely.
- Continued development on the UE5 dormer configurator application I already started working on. Also started developing another configurator in Unity for custom glass panels.
- Developed Unity VR physics interactions for the VR firetruck training.

XR Developer

**360Fabriek**

April 2022 - February 2023 | Rotterdam, Zuid-Holland, NL

- Developed multiple VR applications in Unity for Quest 2 like our first VR firetruck training, which led to continued development of a more extensive VR firetruck training for multiple regions with different vehicles.
- Developed my first Unreal Engine 5 applications, like the Aramco F1 Fanzone Experience where fans could customize their own F1 car and scan a QR-code with their phone to view their car in AR.

Game Developer (Freelance)

**Degoma**

March 2020 - March 2022 | Amsterdam, Noord-Holland, NL

- Gameplay programming, developing a Unity 2D level design tool and UI programming. Worked on both VR and 2D games. Also ported their game Reggie to Nintendo Switch.