



TIM HEREIJGERS

VIRTUAL REALITY SPECIALIST

ABOUT ME

A 25-year-old VR-specialized Game Developer living in Rijen. Loves long hikes in nature, playing piano, but most of all, to create things. Has his mind set to introduce the world to the possibilities that VR has to offer, through training, games, and any other means available.

EXPERIENCE

VR, AR DEVELOPER & LEAD

August 2020-Now

During my job at Logistic Workx, I am in charge of any VR related development, from developing VR/AR training applications, working on web applications and APIs to connect with, to general planning and brainstorming for creation of these applications.

FREELANCE AR DEVELOPER

November 2019-March 2020

As a freelance assignment, I spent my weekends developing an AR application for the book "Pilot with the five stripes".

VR & AR DEVELOPMENT INTERN

September 2019-Juli 2020

During my internship at KLM, I spent my time coming up with and develop new innovative AR and VR software that could be used to excite users and introduce them to new realities.

GAMEPLAY PROGRAMMER & LEAD

September 2016-August 2019

During my education, I worked on a wide variety of game development projects, where I mainly spent my time as a generalist gameplay programmer, while also distinguishing myself as technical lead.

CONTACT

@ timhereijgers@hotmail.com

📞 +31 (0)6189906

🌐 www.timhereijgers.com

Rijen, Netherlands



EDUCATION



**BREDA UNIVERSITY OF
APPLIED SCIENCES**

Bachelor Game
Development (2016-2019)

End Grade: 9.8

SKILLS

VR DEVELOPMENT

My biggest interest is by far Virtual Reality. During my career, I got to work with some of the leading people in the XR industry. I have worked with most of the well-known VR devices, such as the Oculus Rift, Oculus Quest, Oculus Quest 2, Valve Index, HTC Vive Pro, and more. Development for these devices has always been through Unity and C#, with which I am most familiar.

AR DEVELOPMENT

Besides VR, I have also taken an interest in Augmented Reality. I am capable of developing standalone AR applications with marker tracking and augmented object placement. For this, I am experienced working with ARKit, ARCore, ARFoundation, and Vuforia.

MANAGEMENT & LEADING

I am also capable of managing team projects in my field. Especially on the VR/AR side. This is something I very much enjoy doing and have gotten quite good at. During my education, I was in charge of the technical side of a 30, during which the team was very happy with my work. At my current job, I am also in charge of leading development and planning.

GAME DEVELOPMENT

My initial education was focused on programming for game development. For this, I am highly capable of using Unity, Unreal, C#, and C++. This education has also learned me the base principles of game design and working together in larger teams with different disciplines.

WEB DEVELOPMENT

My career has also taught me the basics of web development. Though this is not my specialty, I am well-equipped for designing and developing websites and web-based infrastructure. An example of this, can be seen when viewing my website. This website was both designed and created by me using HTML, CSS, and JavaScript.

For this, I am capable of using HTML, CSS, JavaScript, and PHP, and I have a bit of experience using .NET, MVC, and Razor Pages as well.