

DANIËL BOUMAN

Graduate HBO-ICT

SUMMARY

I'm Daniël Bouman, a **Unity developer** with a **Bachelor's degree in HBO-ICT** from Fontys University of Applied Sciences in Eindhoven, where I specialized in **Game Design & Technology (GDT)** and **Mixed Reality (XR)**. My focus is on creating purposeful (VR) experiences using **Unity** and **C#**. Through projects like serious games to digital twin, I've developed strong skills in **game design**, **gameplay programming** and **UX design**, also learning the basics of **3D modeling**.

EDUCATION

Fontys University of Applied Sciences

Bachelor's Degree HBO-ICT with XR minor
2020 - 2024

Cambreur College

Senior general secondary education
2017 - 2020

Lyceum Oudehoven

Senior general secondary education
2015 - 2017

SKILLS

- **Strong Unity (C#) Development Skills**
Proven experience developing vertical slices using Unity and C# demonstrating an understanding of game mechanics and engine features
- **Game Design & Mechanics Development**
Ability to design unique and engaging gameplay system, supported by six completed vertical slices with varying themes and genres
- **Project Ownership & Execution**
End-to-end involvement in game projects showing initiative, follow-through and independent problem-solving skills
- **VR Development Experience**
Developed multiple VR games/ experiences, showcasing the ability to design and develop user-friendly VR experiences that consider spatial design, user interaction and performance on VR hardware
- **Gamification & Serious Game Design**
Applied game mechanics to educational and training scenarios (e.g. Vocabulary in VR, Appsemblearn) demonstrating an understanding of user motivation
- **Multilingual**
Ability to speak English, valuable in international teams and projects

WORK EXPERIENCE

Shiftrunner (Managerial Position)

Started as Delivery Driver Insider Shiftrunner
Domino's Pizza | 06/2022 - Present

- Promoted twice within a fast-paced team environment, demonstrating leadership, initiative and reliability
- Managed store operations during shifts, including staff coordination, task delegation and handling high-volume customer service
- Trained new team member in food prep and making, ensuring consistent quality and efficiency
- Developed organizational and time-management skills
- Built resilience, communication and high pressure handling abilities

Intern VR Educational Development

Project: Vocabulary in VR
Virtual Reality Learning Lab | 02/2024 - 07/2024

- Designed and developed an educational VR experience in Unity from scratch, aimed at preschool vocabulary development
- Implemented intuitive interactions for preschoolers using "Casual Play" design principles, focusing on accessibility, immersion and well... playing
- Collaborated with educators and researchers to align game mechanics with learning objectives and cognitive engagement
- Conducted playtesting and iteration cycles, refining the experience's goal and way to achieve that

Intern VR Digital Twin

Project: Digital Twin for WeenerXL
Fontys SIC Smart Working | 08/2022 - 02/2023

- Built a VR simulation of a yet-to-be-constructed workplace to support employee onboarding and spatial orientation
- Utilized Unity to recreate accurate architectural layouts
- Worked with stakeholders to identify user needs, integrating them into the VR experience design
- Prioritized clarity, navigation ease and realism to reduce transition anxiety and improve training efficiency
- Demonstrated the ability to apply game developments skills to real-world business/ non-game problems