


Ruud op den Kelder Immersive Media Developer and Educator



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Senior creative software developer, technical artist and educator with an expertise in mixed reality, interactive installations and stage performance. Over a decade of C# & Unity3D experience. Wide range of experience with platforms including mobile, VR, AR, MR, interactive installations and augmented stage performances. Experienced technical project lead for mixed reality innovation projects. I am passionate about knowledge sharing and empowering the next generation of creators.

TECH SKILLS

Development: C#, Unity3D (12+ years), GIT, Rust, Python, Javascript, PHP
Technical Artistry: HLSL, Shader Graph, VFX Graph, Time-line animation, procedural animation, Blender (Geometry Nodes).

ADDITIONAL SKILLS

Concept creation, technical lead, technical animation, VFX graph, HLSL shader development, shader graph, presenting, coaching, teaching, prototyping, data visualization

2014 - 2024. Independant Immersive Interactive Media Consulting, Development and Tutoring

Recent Clients - Microsoft, Harvard Business Review, Samsung, Hot Dark Matter, Michel van der Aa

<http://ruudopdenkelder.nl/portfolio.pdf>

Selected Cases

DOUBLE A PRODUCTIONS: Virtual Reality Opera

Interactive VR opera 'From Dust' with composer Michel van der Aa. Lead Development, Shader development and VFX.

HARVARD BUSINESS REVIEW: Mixed reality content innovation

A collaboration with the creative innovation team at Harvard Business Review (HBR) to explore the future of mediating HBR content using mixed reality technology. We produced three mixed reality prototypes which now inform upcoming mixed reality HBR products.

MICROSOFT: Microsoft Mesh Immersive Collaboration & Spatial Anchors

Lead developer for Microsoft Mesh & Azure Spatial Anchors Unity sample projects. Worked with the Microsoft Mesh team to highlight use cases for their state of the art immersive SDK; Microsoft Mesh. Due to success of the collaboration I was then invited to join the Spatial Anchor team to explore novel UX implementation for calibrating spatial anchors.

CHAGALL MUSIC: Interactive Live Stage Performance

Lead developer for stage shows Advaita & Unlocked: live stage music innovation. A collaboration with music artist Chagall to establish a novel way of electronic music performance using live motion capture and MiMu gloves to interact with live visuals and stage lighting. Lead Development and Technical Artist.

2012 - 2014. INDG - Senior Unity3D Developer

Unity Developer realtime 3D and augmented reality applications for mobile devices. • Member of the Creative Tech Innovation Think Tank.

Unity3D, C#, Javascript, Jenkins Build Automation

2010 - 2011. Ijsfontein - Game Developer

Lead Developer applied games. Software and game development for interactive museum installations.

C++ with OpenGL, Javascript, Ruby

FORMAL EDUCATION

BSc Computer Science
University of Amsterdam [2003-2007]

Thesis: Scientific Visualization of Bloodflow

MSc Game & Media Technology
Utrecht University [2008-2010]

Thesis: Formalizing Spatial Design of Game Worlds
<http://ruudopdenkelder.nl/thesis.pdf>

INTERESTS

Performance Art Technology, Data visualization, Cinematics, Designing Play, Immersive Storytelling, Shared Immersive Experiences