



Ruud op den Kelder Senior Unity Developer & Technical project manager



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Senior creative software developer and technical project manager with an expertise in mixed reality. 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

Expert C#, Unity3D, VR, AR, MR.
Platforms: Desktop, Mobile, VR, Hololens
2, Stage hardware control; DMX & Artnet

ADDITIONAL SKILLS

project management, concept creation,
technical lead, technical animation, VFX,
presenting, coaching, teaching, prototyping

2014 - 2022. Freelance Unity3D Mixed Reality Consulting, Development and Teaching

Recent Clients - Microsoft, Harvard Business Review, Samsung, Happy Finish

http://rucrede.com/portfolio_2022.pdf

Selected Cases

2022

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.

2021

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.

2020

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.

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

INTERESTS

Performance Art Technology, Cinematics, Designing Play, Shared Immersive Experiences