

# Dylan Smit

## XR DEVELOPER

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## LANGUAGES AND TOOLS:

- **Expertise:** XR (AR/VR/MR), Unity, C#, Prototyping, Git, System Design, Performance Optimization, Technical Art, Shader (Graph), Communication
- **Experienced:** Blender, Unreal Engine 5, Team Leading

## PROFESSIONAL EXPERIENCE:

<b>Founder   Dunk Technologies</b>		<b>2024 – Present</b>
- XR Development (AR/MR/VR)	- Performance optimization	
- Rapid Prototyping	- Consulting	
<b>Unity Asset Store   Asset Developer</b>		<b>2021 – Present</b>
- Costumer Support	- Artist/Designer ready tools	
- Shader Development	- Custom tools	
<b>YouTube (Tech Dunk/Dev Dunk)   Content Creator</b>		<b>2016 – Present</b>
- Content Creation pipeline, Search Engine Optimization (SEO), Marketing		
- Over 9k Subscribers and 7 million Views	- Community management	
<b>XR Developer   Orb Amsterdam</b>		<b>2023 – 2024</b>
- Unity Development	- XR Development	
<b>Researcher + Developer Futuring   SURF</b>		<b>2023 – 2023</b>
- Research new hardware & trends	- AI + XR Development	
<b>University of Arts Utrecht Spatial Design (HKU)   VR Design/Development Specialist</b>		<b>2021 – 2023</b>
- Physical movement VR interactions	- User Experience Design	
- Lighting Design	- Multidisciplinary Communication	
- Visual and auditive storytelling		
<b>Wolfdog Interactive (PanterVR)   VR Game Developer</b>		<b>2021 – 2022</b>
- Full stack game development	- VR Game Feel	
- Performance optimization (PCVR + Quest 2)	- Designer Tools Development	
<b>Mihi Marketing BV   VR Developer</b>		<b>2021 – 2021</b>
- Performance Optimization (+30% fps)	- Virtual Avatar animations	
- Inverse Kinematics (Animation Rigging)	- Realtime & Baked Fluid simulation	

## EDUCATION:

<b>VWO Atheneum   Coenecoop College   Waddinxveen</b>		<b>2013 – 2019</b>
- Nature and Technique/Nature and Health: Math B, Science, Physics, Biology, Nature Life and Technology, Dutch, English (Anglia Advanced), German		
<b>Game Development   University of Arts (HKU)   Utrecht</b>		<b>2019 – 2023</b>
- Broad knowledge of Game Programming (C#/Unity), Game Design, Shader Development, and Game Development as a whole.		
- Understanding of multiple art pipelines (Blender, Maya, Substance, Procedural Generation)		
- Unity Development, Object Oriented Programming, Network Programming, Tool Development, Graphics Programming, Performance Optimization, New Technologies (XR), Procedural Generation, Game Design, Interaction Design, 2D art basics, 3D art basics, Version Control		
- Learned to work in multidisciplinary teams, work for external clients, and individual projects.		

# Project Highlights

## Advanced VR Mesh Interaction

<https://youtu.be/GS6sUZN1I5A>

- **Most Innovative Project – Student XR Awards 2023**
- **Public talk at Immersive Tech Week 2023**
- More realistic and immersive VR interactions
- Real-time mesh deformation and slicing (under 0.2ms)
- Unity Job System + Burst Compiler

## Fullbody Fitness VR

<https://youtu.be/Jlo64O2WCrk>

- **Best MR Design + 4<sup>th</sup> place – Pico “Redefine XR” Dev Jam**
- Combine fullbody tracking with complex exercise movement
- Integrate video/virtual avatar into Augmented Reality

## Haptic Harmonics

<https://www.linkedin.com/feed/update/urn:li:activity:7136632227970400257/>

- **Best use of immersive technology – Immersive Tech Week 2023 Hackathon**
- Use Manus Haptic Gloves & Varjo XR-3 for Mixed Reality

## &Samhoud App

<https://youtu.be/9279T7vOSo4>

- **Nominee Student XR Awards ITW 2023**
- AR Design within office - AR Design with real-world collision
- Rendering portals with stencil and depth occlusion

## Nowhere in Sight

<https://devdunk.itch.io/nowhere-in-sight>

- **Jury picked - The Game Developer World Championship**
- 3D psychological horror game based around vision using echolocation

## RorriM

<https://devdunk.itch.io/rorrim>

- **Nominated for Student XR Awards ITW 2023**
- VR Horror game based around real world locations in The Netherlands
- Using VRIK for enemy mechanics

## Shadow Receiver URP

<https://assetstore.unity.com/packages/vfx/shaders/shadow-receiver-urp-ar-228069>

- Best commercially available shadow shader
- Shader Graph shader with custom shadow HLSL code for URP

## FractalVR

<https://devdunk.itch.io/fractalvr>

- First VR compatible open-source raymarching solution
- Gamified tech demo

## Rooting VR You

<https://devdunk.itch.io/rooting-vr-you>

- VR Rhythm game for Global Game Jam 2023

## ARythm

<https://devdunk.itch.io/arythm>

- **Showcase prize – Loak x Lightship Hackathon**
- AR Rhythm game using MiDi as input for note spawning

## Unity Performance Optimization

- Performance testing for Unity, focused on standalone VR
- Community wide action to make VR performance better
- Work done in official open-source Unity packages to improve performance
- Readable and maintainable, but performant code