



Contact



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PORTFOLIO

koenvogel.net/portfolio



ADDRESS

Witbreuksweg 387B
7522 ZA, Enschede

Languages

DUTCH ●●●●●

ENGLISH ●●●●●

GERMAN ●●○○○

Skills

MIXED REALITY ●●●●●

GAME DEVELOPMENT ●●●●●

UX DESIGN ●●●●○

MACHINE LEARNING ●●●○○

3D MODELLING ●●●○○

GRAPHIC DESIGN ●●○○○

Koen Vogel

Mixed Reality & Interaction Design

Education

2016 - 2020

CREATIVE TECHNOLOGY

Bachelor of Science - University of Twente

Minors in Business and Serious Game Design, Bachelor thesis on Virtual Reality awarded with a 9.

2020 - present

INTERACTION TECHNOLOGY

Master of Science - University of Twente

Courses chosen around AI and Machine Learning.

Experience

2017 - 2018

STUDENT AAN HUIS

Computer & Smartphone support

2017 - present

UNIVERSITY OF TWENTE

Teaching Assistant

3D Modelling - practicals, grading

Game Engine Technology - practicals

Virtual Reality & Augmented Reality - practicals, lecturing and organization

Programming & Physical Computing - practicals

Hybrid worlds VR project - practicals, lecturing, grading and organization

2018 - present

PLAYGROUNDVR

Co-Owner & Lead Developer

Projects

2019 - 2021

SPIROPLAY

Development Lead

600 hours+ of development and team management for SpiroPlay, a Suite of Breathing Games for Spirometry by Kids & Experts. This collaboration between various health and educational institutes was funded by the *pioneers in healthcare* program for 75.000 euros.

2020 - 2021

BOERENKERKHOF AR

Lead Developer

Augmented Reality mobile application for the Boerenkerkhof Graveyard, commissioned by the Historische Sociëteit Enschede. With the help of several animators and a radio station, stories of historical figures of Enschede are brought to life.

2020 - 2020

MINESWEEPER ULTIMATE

Game Developer

Self-employed, this small mobile game was made with some free time, and published to the google play store.