

PERSONAL DATA

First name: Rick

Surname: van Ham

Address: Apennijnenweg 14-03
5022 DV Tilburg

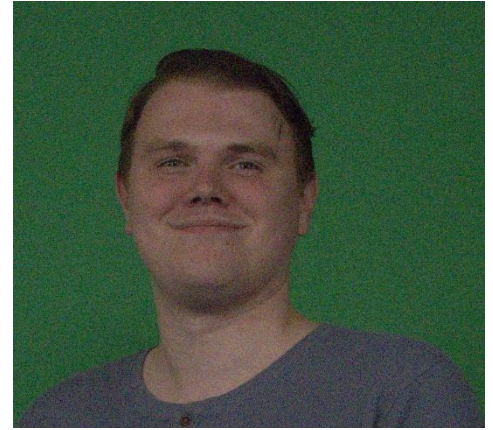
Mobile: +31 06 37557042

Email: rick.van.ham@live.nl

Nationality: Dutch

Date of birth: 13 September 2001

Driver's license: B



PROJECT WEBSITES

Itch.io: <https://breaddysticks.itch.io/>

Website: <https://rickvanham.nl/>

LinkedIn: [linkedin.com/in/rick-van-ham-a7a38a226](https://www.linkedin.com/in/rick-van-ham-a7a38a226)

WORK EXPERIENCE

FEB 2022 - JUN 2022 SORAMA, EINDHOVEN

INTERN GAME DESIGNER WORKED ON VR APPLICATION

- Virtually imported **Sorama's acoustic camera CAM iv64** and added algorithms that would simulate it in **Unity**.
- Designed a **gameplay concept for gamifying the concept of the product** as well as demonstrating its functionality
- Created **VR Prototypes** using **HTC Vive Pro 2**.

SEP 2023 - FEB 2024 INMOTIONVR, 'S HERTOGENBOSCH

GRADUATION INTERN GAME DESIGNER WORKED ON VR APPLICATION

- Created **virtual prototype** for an exercise for **patients with shoulder MSK complaints**
- Validated and tested prototypes with both the **external experts and the clients**
- Worked together with **various stakeholders**, such as developers, artists, and medical experts.

FEB 2024 – AUG 2024 INMOTIONVR, 'S HERTOGENBOSCH

PART-TIME GAME DESIGNER

- Continuing development on the virtual shoulder MSK prototype for **implementation into the Corpus VR system**.
- **Experimenting with the latest technologies** to benefit the product, such as the Quest 3.

EDUCATION

AUG 2019 –FEB 2024 HBO, FONTYS ICT, RACHELSMOLEN EINDHOVEN

- Passed propaedeutic in **2020**.

- **Software** as Profile, developed on **web-based applications** for “clients” such as creating a license plate recognition software for Sioux.
- Specialized in **Game Design and Technology**, worked on team projects and client-based projects such as researching mech-based controls for Enversed.
- Completed Minor in **XR Technology** with **Outstanding**
- **Finished education with a Good** on my graduation project: *“Chicken Farm: performing shoulder MSK exercise in a fun and motivated way.”*

AUG 2024 –JUL 2025 MSC, BREDA UNIVERSITY OF APPLIED SCIENCES, BREDA

- Graduated **Cum Laude**.
- Worked on my research: [“Cognitive Load in Mixed Reality Interactions for Novice Users.”](#)
- **Researched together with R&D**, using their **MSP application** to define challenges for novice users in MR.
- Hosted an **XR club in-house** together with **XR experts for students**.

SKILLS

- **5 years** of knowledge and experience with **C#** and **Unity**.
- **3 years** of experience with XR technology, mostly **VR** and **MR**.
- Strong understanding of **Game Design** principles and **Level Design**.
- **Good teamwork** and communication skills.
- Creative thinking, always open for ideas and discussions.
- Experience with **Scrum** and working with programs such as **JIRA**, **GIT**, and **Monday.com**

LANGUAGES

- Dutch – Main language
- English - Fluent; Prior educations were English-language-based educations.