

**Mariel Kruithoff**

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**Experience****Research Assistant / Student Assistant**

University of Applied Sciences Münster | Sep 2022 – Nov 2024 (3-month break May – Jul 2023)

*Project: medical training – <https://medical-training-project.de/en/>*

- Developed real-time VR applications in Unity with a focus on interactive systems
- Implemented user interactions and tool-based workflows in close collaboration with designers and medical experts
- Supported the design and technical implementation of an authoring tool used to create and edit VR scenarios
- Worked at the intersection of technical constraints and visual requirements
- Performed functional and usability testing to ensure stable and intuitive interaction

**Intern**

Fraunhofer Research Institution for Battery Cell Production FFB | May 2023 – Jul 2023

- Developed an interactive VR factory simulation in Unreal Engine
  - Implemented real-time interactions and navigation within complex 3D environments
  - Documented technical setups and workflows for project partners
  - Collaborated with domain experts and supported end users during application handover
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## **Education**

Bachelor of Science in Computer Science

University of Applied Sciences Münster, Graduated June 2024

### **Relevant Coursework:**

- *Computer Graphics*
  - Virtual Reality – Design and Technology
  - Game Development
  - Algorithms and Data Structures
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## **Skills**

### **Engines & Tools**

- Unity
- Git

### **Programming & Scripting**

- C#
- Basic experience with Java and C

### **Technical Art / Realtime**

- Real-time interaction systems
- VR development
- Engine-based workflows

### **Testing & Iteration**

- Functional and usability testing
- Bug documentation
- Iterative improvement based on feedback

### **Languages**

- **German:** Native
- **English:** Fluent