

MEES DEKKER

Game Developer
Unity Specialist
AR/VR Enthusiast

Curious and creative Junior game developer with a passion for Unity, AR/VR, and meaningful game experiences. I thrive in team settings and love to learn new tools to bring an idea to life. In my free time I enjoy playing football, playing games with friends, or study Japanese language as it's a dream of mine to eventually live and work there.

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 [meesmd.github.io](https://github.com/meesmd)

 Heerhugowaard
The Netherlands

Education

BCs Game Development

Hogeschool van Amsterdam
2020 - 2025

MBO Game Development

Mediacollege Amsterdam
2016 - 2020

Skills

- **Engines:** [Unity](#) [Lens Studio](#) [SparkAR](#) [Unreal](#) [8thWall](#) [Blender](#)
- **Languages:** [C#](#) [JavaScript](#) [HTML](#) [CSS](#) [HLSL\(Unity\)](#).
- **Tools:** [AR Foundation](#) [Vuforia](#) [MRTK](#) [FMOD](#)
- **Source Control:** [GitHub](#) [SourceTree](#) [Fork](#)
- **IDE:** [Visual Studio](#) [VS Code](#) [Arduino](#)
- **Miscellaneous:** [Trello](#) [Scrum/Agile](#) [Figma](#) [VR/AR Development](#)



Projects

I run and maintain my own [portfolio website](#) which I created using HTML CSS and JavaScript. It features a selection of my work, such as:

VR Sword Art Online Game

Co-created a fan-driven VR game inspired by the series "Sword Art Online", based on a previous popular VR interface prototype I created. The project is ongoing and evolving toward a playable combat experience. For more information you can visit the [project page](#).

Asics Interactive Shoe

Created during my studies in collaboration with Studio Yipp. Developed an interactive shoe installation where a physical shoe acted as a controller, triggering on screen content based on its orientation. For more information you can visit the [project page](#).



Work Experience

2025

-

Present
day

Game Developer

ING Bank NV, Tech R&D

- Developed an AR product using Unity and Vuforia
- Worked in agile development, wrote documentation, and presented outcomes to stakeholders.
- Collaborated with graphical designers.

2020

-

2020

Summer
job

Social AR Developer

Capitola

- Developed AR filters for Instagram and Snapchat using Spark AR and Lens Studio.
- Collaborated with designers to transform UI/UX mockups into working prototypes.
- Maintained software documentation using Confluence and communicated technical details with stakeholders.



Internships

2024

-

2025

Game Developer

ING Bank NV, Tech R&D

- Developed AR prototypes using Unity (Vuforia, MRTK, ARFoundation), 8thWall and Lens Studio.
- Conducted research on AR technologies and created interactive tech demos.
- Worked in agile development, wrote documentation, and presented outcomes to stakeholders.
- Led project meetings and collaborated across different departments.

Languages

- Dutch - Native
- English - Advanced
- Japanese - Beginner

2022
-
2023

Game Developer

Layers

- Developed and implemented new features for existing live XR products using Unity and C#.
- Collaborated with the team to design code based solutions with the use of class diagrams.
- Developed AR filters for Snapchat using Lens Studio.

2019
-
2020

Game Developer

Capitola

- Designed and developed AR experiences using Unity(Vuforia), Spark AR, Lens Studio, and 8thWall.
- Collaborated with designers to tranformUI/UX mockups into working prototypes.
- Maintained software documentation using Confluence and communicated technical details with stakeholders.
- Participated in Agile development cycles with daily standups and sprint reviews.