

Sara Fruergaard

Aspiring XR Developer dedicated to crafting impactful immersive experiences that bring joy and strong emotions.

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EXPERIENCE

Inova Assistans, Stockholm — *Personal Assistant*

February 2022 - PRESENT

Taking care of a fully paralyzed person in a critical condition and no talking ability.

EDUCATION

Hyper Island, Stockholm — *XR Creative Developer*

August 2023 - PRESENT

2 Year long education. Developing both soft and hard skills within the XR industry.

High School degree, Stockholm — *ESS Gymnasiet*

August 2019 - August 2022

Social science program with a focus on behavioral science.

PROJECTS

The Bright Green Summit— *Collab*

Client requested a short engaging VR experience made in Unity and also a dynamic 3D brand profile. This was used in a panel discussion held in Space Arena, Stockholm. Our deadline was 5 weeks. My main roles were Scrum Master and Developer in a team of 27 people.

SF Studios— *Collab*

Collab between XR and Content developers at Hyper Island. The client requested us to create awareness about the launch of their coming movie. XR's job was to create immersive experiences for CD to later use. I worked on 3 Different AR filters in Effect House. My leading roles were Scrum Master and Developer.

Madonna Project — *Prototype*

This brief was provided by The Point Labs. The client asked for an experience that would highlight Madonna's contributions over the decades in both music, fashion and in the LGBTQI+ community. I worked on planning an immersive exhibition of Madonna in detail and prototyping in Unity, Touch Designer, Blender and Effect house. My roles were Project Lead, Researcher and VFX artist.

SKILLS

Unity

Maya/Blender

TouchDesigner

Effect House/Meta Spark

C#, Flutter, HTML, CSS

Scrum Master, Project Manager

LANGUAGES

Swedish and English