

## CONTACT

- danischoofs@icloud.com
- thelobster.dev
- Groningen, The Netherlands

## EDUCATION

HANZE UAS, CREATIVE MEDIA &  
GAME TECHNOLOGIES, 2024-2028

## SKILLS

- Game Design
- 3D Modeling
- 2D Pixel Art
- Web Development
- Project management
- Communication
- UI/UX

## USED TOOLS

- Unity
- GameMaker
- Blender
- Figma
- Krita
- Photoshop
- GitHub

# Dani Schoofs

## GAME DESIGNER & GENERALIST

I am passionate about designing digital experiences that are both visually pleasing and engaging, and always strive to create designs and games that users find enjoyable.

---

## EXPERIENCE

**CLASS REPRESENTATIVE** HANZE UAS  
Sep 2024 - present

Organised events and polled feedback from my peers using multiple tools such as digital forms, open feedback sessions, and one-on-one conversations. From this feedback I wrote down ideas on how the course could improve and relayed this to course coordinators in student panel feedback sessions.

---

---