

CONTACT

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- thelobster.dev
- Groningen, The Netherlands

EDUCATION

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

SKILLS

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

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 I 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.

STUDENT EMPLOYEE HANZE UAS

May 2025 - present

Worked at multiple events organised by Hanze. Gathered feedback on open day visitor experience by talking to visitors one-on-one. I guided visitors through the various buildings of Hanze and answered any questions visitors had for me.