

CONTACT

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- 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.