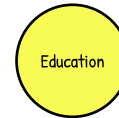


Hi, I'm **Samuel Spithorst**,

a User Experience and Game enthusiast with a background in Information Science (BSc) and Human-Computer Interaction (MSc). I blend my understanding of user-centered design with a passion for storytelling and play, inspired by my background in theatre, to create engaging and intuitive experiences.

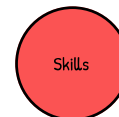


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- 2023 - 2024 **UX for Spatial Design at ICT Group:**
Designed and developed a mixed reality application for viewing and interacting with schematics on the HoloLens 2. The design was conceived through an iterative user centered design process, and built with Unity. The final design was found to have a significantly improved user experience, being more fun, intuitive, easier to learn and faster to use than the state-of-the-art.
- 2023 - 2024 **Python Developer & UX generalist at ODISSEI:**
Enhanced the accessibility and user-friendliness of the ODISSEI MetaSyn python package, working on both the package itself and its documentation, as well as conducting user testing to uncover areas for improvement.
- 2022 - 2024 **IT Workgroup at STV STUK:**
Maintained and improved functionality of organization's website and member portal. Developed both front-end and backend using PHP, HTML, and JavaScript.
- 2017 - present **Game Design and Development:**
Alongside starting my study, I started a passion for developing games. It is a great outlet to practice my creative and technical skills, balancing UX/UI, digital art, programming and game design.
- 2019 - 2020 **Marketing- & Communications Assistant at SUSA Flexibel Studentenwerk:**
Supported the development and coordination of (online) marketing and communication activities for B2B, B2S, and internal objectives.
- 2018 - 2019 **Vice-Chairman at STV STUK:**
Managed committees, led external and internal promotion of theatre productions and activities. Strengthened brand recognition and growth through online presence and merchandise.
- 2017 - 2018 **Commissioner of Public Relations and Founder of STV STUK:**
Co-founded student association STUK, leading public relations efforts, member recruitment, promotional campaigns, website management, and social media. Developed and maintained STUK's overall image.
- 2015 - 2016 **Video Editor at Titan Pro:**
Created promotional content for Vine and YouTube accounts of professional eSports team, Titan.

- 2022 - 2024 **Master's degree (cum laude) in Human-Computer Interaction at Utrecht University :**
This master's programme helped expand my knowledge and practice my skills in game design and development, creating digital assets, conducting user (or player) research and UI/UX design.
- 2021 - 2022 **Propaedeutic in the Bachelor of Artist Educator In Theatre at ArtEZ Arnhem:**
Creating, spectating and partaking in various theatrical productions during this study has taught me how to create engaging, immersive experiences with compelling narratives. Additionally, the extensive group work has helped me learn how to collaboratively work on creative pieces.
- 2017 - 2021 **Bachelor's degree in Information Science at Utrecht University:**
My bachelor's degree in information science helped build strong fundamentals for programming, game design & development, user research, user experience and user interface design.



- User Testing and User Research:** Experienced in user testing and research (e.g. interviews, user tests, surveys, usability tests), to gather insights on product experience, user behavior, needs and pain-points.
- UI, UX and Interaction Design:** Able to design and implement interfaces and experiences with a focus on the end-user, all the way from a wireframe to a hi-fi prototype.
- User Modeling:** Experience with training machine learning models to predict user experience and behavior based on system data.
- Game Design:** Experienced in game design, including the creation of game mechanics, levels, and game systems, to create games that are both fun and challenging for players.
- Software & Game Development:** Able to create games (Unity/Unreal) and game assets (3D models, shaders, UI). Experienced with C# and Python,
- Workflows:** Familiar with user-centered design processes, design thinking and agile (Scrum/Kanban) workflows.
- Tools:** Figma, Adobe Creative Suite, C#, Python, HTML, CSS, Unity, Unreal, Blender, Git, Ableton Live.
- Soft skills:**
- Good communication skills, able to effectively collaborate with teams and stakeholders.
 - Critical thinking, problem-solving, able to conduct research and analyze data effectively.
 - Creative, able to generate new and out-of-box ideas.