

Luc Vogelsangs

Curriculum vitae



DOB: 13-06-2001
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About Me

Detail-oriented
Good listener
Open to feedback
Independent
Curious to learn
Structured worker
Calm personality

Education

Fontys Eindhoven HBO ICT
Media and game-design
2021 – ongoing

ROC Nijmegen MBO
Application- and media development
2016 – 2020

Skills

Medior	Junior
Unity	Unreal engine
C#	Godot
Javascript	Python
HTML/CSS/Jquery	React-native
PHP	

Experience

Unreal Engine XR developer

Mind-Labs Tilburg | February 2025 – July 2025

At Mind-Labs I have implemented a basic version of their previous virtual human. I transformed it into an Augmented Reality application. They use my results to implement it in specific situations. In this internship I worked with Unreal Engine, MetaHumans and ConvAI.

Bash Script developer

Ixon Cloud | November 2019 - April 2020

I learned to work with Bash, which is a programming language mainly used to write tests and tasks on linux servers.

React-Native app developer

Het Beginstation | September 2018 - February 2019

I worked independently on a mobile application and connected with a database using an API I made myself. When I started on the project they only had some previous concepts. I had to my own research into working with React-Native and Api's. At the end of the internship I had produced a working app.

Hobbies

