LUC SMITS

GAME DEV / VR ENGINEER

AVAILABLE FOR WORK

// CONTACT

EMAIL
contact@lucsmits.com

LINKEDIN
linkedin.com/in/lucsmits

// ENGINES & TOOLS

Unreal 4   Unreal 5

Unity   Custom Engine

Jira   Confluence

Linear

// PLATFORMS

> Meta Quest
> HTC Vive
> PICO
> Nintendo Switch
> PlayStation 4
> PC / Steam

// SKILLS

Game Design

VR Development   Team Lead

Sprint Planning

Prototyping   UX Design

Multi-Platform

Agile/Scrum

5+	50+	6	8
YEARS EXPERIENCE	APPS SHIPPED	PLATFORMS	TEAM SIZE

01 ABOUT

Game designer who got hooked on VR therapy. Started in game design, taught myself to code, and accidentally became the person who runs the dev team. Shipped on everything from Nintendo Switch to medical VR headsets. Each platform has its quirks, and figuring those out is half the fun.

02 EXPERIENCE

Feb 2022 — Present
Head of Software
CUREOsity GmbH

Running the dev team, shipping VR therapy software across Meta Quest, HTC Vive, and PICO. Three major releases, 50+ therapy apps, and a lot of arguments about frame rates. Game design meets healthcare — it's exactly as weird and rewarding as it sounds.

Aug 2020 — Feb 2022
Technical Designer
CUREOsity GmbH

Led development for multiple gamified therapy applications. Collaborated with internal and external therapists to create prototypes and design documentation based on medical requirements.

Mar 2020 — Aug 2020
Intern Technical Designer
CUREOsity GmbH

Helped develop gamified therapy applications. Analyzed existing production processes and implemented improvements to concepting and Jira processes.

Sep 2019 — Feb 2020
Intern Technical Designer
Motek Medical B.V.

Designed, pitched, and developed a gamified therapy application for the MOTEK Ryzen walking robot. Used Unity, HTC Vive, and overhead projector for walking training.

03 PROJECTS

CUREO
VR Therapy Platform

UE4 & 5 / QUEST / VIVE / PICO

A gamified, VR-based therapy solution with 50+ therapy applications for ergotherapy and physiotherapy.

MUSCLY
Muscle Magic

UE4 / NINTENDO SWITCH / STEAM

Local party game where Muscly Wizards fight to be the last wizard standing.

RACER
Physics Racing

CUSTOM ENGINE / PLAYSTATION 4

Physics-based racing game built in a custom engine for PS4.