Timon Nap

Experienced Unity Developer — Interactive Applications & Serious Games

– Public cv –
Contact me for detailed
personal info
www.timonnap.com

ABOUT

I'm a Unity/C# developer with over 7 years of experience in building interactive 3D applications, serious games, and simulation-based learning tools. I enjoy creating systems that are clean, modular, and built to last — turning early prototypes into maintainable, production-ready applications.

Outside of work, I like to stay active. I lift weights regularly, prefer taking the bicycle for short distances, and I have an interest in cars; including tinkering with my own. That hands-on mindset reflects in my work as well: I like solving technical challenges, refining interaction flows, and building systems that are both practical and future-proof.

Currently I work at **Innovam**, where I help develop AR, VR & 3D applications for the automotive industry — from EV training tools to AR product guides and real-time simulation environments.

Previously, I contributed to two entertainment titles (*New Heights* and *Infinity Skies*) at Wikkl, and to a large serious gaming platform at Springlab, developing for their custom interactive floor.

SKILLS

C#

Unity

AngularJS

BabylonJS

Git

Photoshop

Blender

Scrum

LANGUAGES

Dutch - Native

English - C2

EXPERIENCE

Innovam, Nieuwegein — *Developer*

March 2024 - Now

At Innovam, I work as a Unity Developer on a range of 3D and AR & VR applications focused on the automotive sector. Including interactive electric vehicle (EV) training systems, real-time AR product visualizations, and modular simulation frameworks used in both instructional and demonstrative contexts.

I contribute across the full development pipeline — from implementing interactive logic and animation systems to integrating localization and optimizing performance for deployment on desktop, mobile, and XR platforms. In addition to hands-on development, I work with legacy codebases and complex content structures, ensuring stability and scalability while introducing new features and workflows.

Wikkl BV, Utrecht — *Developer*

September 2021 - August 2023

Worked on various Unity and web-based projects in a small development team, focusing on UI, gameplay systems, and 3D content integration.

OTHER

Driving License: B

- **New Heights (Steam):** Designed and implemented the full UI with localization (10+ languages), and created the tutorial level using custom PBR materials and photoscans.

- **Infinity Skies:** Implemented core UI, expanded grid-based building mechanics, and developed custom systems like a world map and atmospheric effects.
- **Web & hybrid apps:** Built Angular/Ionic apps, including a 3D NFT viewer (BabylonJS), and contributed to the corporate website and leaderboard tools (Tailwind CSS).

Freelance Development, Benschop— *Unity Developer*

Part-time throughout 2020

Developed an interactive art installation called the Baby Builder for Bertrand Burgers in Unity (www.bertrandburgers.com/baby-builder)

Springlab, Utrecht— *Game Programmer*

September 2017 - February 2020

At Springlab I was closely involved in the early development of their interactive floor platform — a movement-based learning system using projector-based visuals and a depth-sensing camera. The original prototype was based on my bachelor thesis, which evolved into the product's foundation. Prior to my employment, I developed this prototype as a freelancer, enabling the initial investment that kickstarted the platform.

During my time at Springlab, I developed five interactive learning games in Unity (C#), all of which are actively used in Dutch daycare centers. I worked on both gameplay and system-level code, and managed version control workflows using GitHub. As the company scaled from a small startup to a 20+ person team, I experienced and contributed to the transition from solo development to a structured team environment with multiple developers, designers, and artists.

Springlab, Utrecht— *Programming Intern / Bachelor thesis*

March 2017 - August 2017

During my internship at Springlab, I researched and prototyped an interactive movement-based learning platform, combining computer vision (depth sensing) with projector-based visuals. This Unity/C++ prototype became the foundation for what would later grow into Springlab's flagship product: the interactive floor platform used in daycare centers across the Netherlands. My bachelor thesis focused on the technical and design challenges of creating a playful yet responsive experience using body tracking, laying the groundwork for future development and investment.

EDUCATION

Amsterdam University of Applied Sciences — *Computer Science Bachelor*

September 2014 - August 2017

Norwegian University of Technology & Science, Trondheim — *Computer Science Minor*

August 2016 - December 2016

My minor at NTNU Trondheim was taken as part of my computer science bachelor.