

# KRISTOFER KLIPFEL

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## Professional Experience

### **XR Game Dev/Designer** (May '18 - Present) Dimenco, (Netherlands)

- Develop games for XR technology in UE4
- Develop for eye-tracking, hand-tracking, 3D audio, etc
- Implement gameplay logic and custom rendering
- Develop Plugins for UE4 and Lumberyard

### **Prototyping Engineer** (May '17 - May '18) Sphero

- Technical product prototyping
- Engineering research and development
- 3D CAD and mechanical design
- Product development

### **Web Dev. Intern** (June '16 - May '17) University of Colorado Boulder

- Developed Wordpress Website
- Created JS web app using matter.js
- Coded physics-based simulations
- Synced digital simulations and physical prototypes

### **Web/ App Dev. Intern** (May '15 - Oct '15) Archethought LLC.

- Developed websites and phonegap mobile apps
- Debugged and troubleshoot errors
- Skinned websites for clients
- Learned new languages, plug-ins, and development tools

### **3D CAD Designer** (Jan '15 - June '15) Spider Silk 3DP

- Developed lesson curriculum
- Processed and repaired 3D scans
- Cooperated and collaborated with clients
- Engineered, designed, and rendered custom parts

## Edu.

University of Colorado  
Boulder  
BS - Technology, Arts, Media  
GPA: 3.75

## Code

C++  
CSS  
HTML5  
Javascript  
Jquery  
Python  
Arduino

## Software

Unreal Engine 4  
Unity3D  
Git  
Perforce  
SolidWorks  
Blender  
Adobe Illustrator  
Arduino

## Skills

XR Game Development  
Web Development  
App Development  
UI/UX  
Mechanical Design  
CAD/ Industrial Design  
Technical Prototyping  
Physical Computing  
Teaching  
Drone Piloting