

FRENK TIMMER

Software Engineer

DETAILS

ADDRESS

Alkmaar 1811LZ
Nederland

PHONE

0648803915

EMAIL

frenk-timmer@proton.me

SKILLS

Unity3D

C#

XR/VR/MR Development

AI integrations

API development & integration

Code troubleshooting

WebGPU / WebXR

CI/CD

Unreal Engine

Version Control

Agile / Scrum

PROFILE

Software Engineer with 6+ years of experience building scalable, high-performance applications using C# and modern web technologies. Specialized in API integrations, real-time systems, and performance optimization across VR, web, and backend environments.

Experienced in translating functional requirements into technical solutions, improving development workflows through automation and tooling, and collaborating across multidisciplinary teams. Strong focus on code quality, and system reliability.

EMPLOYMENT HISTORY

XR Engineer, Cornerstone On Demand (formerly Talespin)

Utrecht

May 2023 — Dec 2025

At Cornerstone On Demand, I contributed to the development of a cross-platform B2C application supporting both web and VR, working primarily in Unity and C#. I collaborated on features for both environments, integrated external plugins, and developed API endpoints to manage content and user data efficiently. I also contributed to a custom JavaScript implementation for lipsync on the web and explored R&D projects using React Three Fiber and WebGPU. A key focus of my work was performance optimization, including CPU and memory profiling, asset optimization for VR, and maintaining CI/CD pipelines through Jenkins. Additionally, I implemented AI integrations such as GPT API, text-to-speech, and speech-to-text to support realistic virtual interactions, and I developed Unity Editor tools to automate asset workflows and improve team efficiency.

Unity Developer, Layers (formerly AR-Producties)

Amsterdam

2019 — 2023

At Layers, I developed B2B XR applications for multiple MR and VR platforms, including HoloLens and Unreal Glasses, handling both application logic and UI development. I worked on interactive features, shaders, and internal tools to support development and deployment. I also created AR filters for social platforms like Snapchat and Instagram. My responsibilities included mentoring interns and supporting product

Project Management

Technical communication & collaboration

LINKS

[LinkedIn](#)

[Portfolio](#)

[Github](#)

HOBBIES

I enjoy playing games, powerlifting, and tinkering with new technology.

LANGUAGES

English

Dutch

demonstrations at events. A strong emphasis in my work was on performance optimization, ensuring smooth experiences across platforms, and building reusable Unity packages to improve workflow efficiency.

Manager, Domino's

2016 — 2021

Managing role at Domino's. Trained and mentored employees to maximise team performance. Managed complaints with calm, clear communication. Collaborated with team members to achieve target results. Setting goals, delegating tasks, providing feedback, and addressing any performance issues.

Database manager, Sponsormail

2013 — 2015

Management of different database information. This includes making sure that the data is accurate, up-to-date, and organized in a way that allows for easy access and retrieval. Providing support to users who interact with the database.

EDUCATION

Game Development, Hogeschool, van Amsterdam

2014 — 2020

Followed an additional semester in game architecture and design

HAVO, Jan Arentsz

2008 — 2014

INTERNSHIPS

Unity Developer, AR-Producties

Amsterdam

Sept 2019 — Feb 2020

XR developer. Worked on an internal project related to navigation using AR. Also worked on multiple social filters, and did event work.

Unity Developer, Hogeschool, van Amsterdam

Amsterdam

Sept 2016 — Feb 2017

Worked on a VR project in Unreal Engine. Worked with clothing designers to showcase clothing in an interactive VR experience.

REFERENCES

References available upon request