

# Daan van de Ven *Programmer*

📍 Breda, Netherlands

🖱️ daanvandeven.com

🌐 daan-van-de-ven



## 📁 Professional Experience

### MANUS

MANUS develops high-end finger tracking gloves for Motion Capture and VR. Offering world leading Data Gloves for MoCap & VR applications.

*Software Developer*

Nov 2021 – present  
Eindhoven, Netherlands

Development on Unity Plugin for Manus Core 2.0  
Development of C++ SDK for Manus Core 2.0  
Telemetry for Manus Core 2.0

*Software Developer Intern*

Mar 2021 – Nov 2021  
Geldrop, Netherlands

Research on accuracy of hardware.  
Bug fixes and improvements to Manus Core 1.9.0

## 📁 Projects

### Camp Lost

*Volunteer Parent, Facility, Alumni Support*

2018 – present

Leading a small group of freshmen during the course of the camp.

Ensuing critical supplies are present, helping with bag checks and security.

Build up and breakdown of the camp site, work on setting up stage audio and lighting. Front of house audio and lights.

### BUas Open Days/Evenings

*Volunteer*

2017 – present

Talking to prospective students about the study and Q&A.

Support the motion capture team with hardware and technical support.

## 🎓 Education

### Breda University Of Applied Science

*Bachelor Of Science*

2017 – 2021 | Breda, Netherlands

Creative Media and Game Technologies - Programming

## 🌐 Languages

**English** (*Native*), **Dutch** (*Native*),  
**German** (*Intermediate*)

## 🧠 Skills

### C#

4.0 - 6.0



### C++

11 - 17



### Visual Studio

2015 - 2022



### Unity

2017 - 2022



### Unreal Engine

4.19 - 5.1



### Git

*Git Bash, Sourcetree*



### CI/CD

*Jenkins*



### Perforce

2017.2 - 2020.1



## 🔑 Interests

Live Music

VR

Events

Motion Capture

Computer Hardware