



Dries De Ridder

SENIOR SOFTWARE ENGINEER

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Senior software engineer with 7 years shipping VR products end-to-end. I like solving general development problems — building internal tools, automating workflows, and improving the experience for both players and the team behind them.

Experience

Software Engineer · VRBase Sep 2019 — Present

Mechelen, Belgium · Location-based VR entertainment

Spectr — Lead Developer

VR application letting industrial and architectural firms upload BIM/CAD models so clients can walk through their sites, change materials, and take measurements — from desktop or in VR. Designed and built an automated build service that converts client models into a ready-to-ship .exe — reducing turnaround from 5–8 hours to under 2. Travelled to Kellanova's plant in São Lourenço, Brazil to onboard the client and run on-site research — interviewing operators, capturing reference media, and mapping the full production workflow into our model.

Clients include Mars, Kellanova, DEME, Lantis, and Spie.

Blackwood — Lead Developer & Project Lead

Medieval-set multiplayer VR game. Designed the architecture, coded enemy AI and the scoring system, and ran the project in Jira from kickoff to release. Currently our 2nd most-played game out of 10.

Performance & Optimization

Go-to engineer for profiling and performance work across our titles. Hunt down CPU/GPU bottlenecks, tune LOD and draw-call budgets, and keep frame times within VR's tight headroom across Quest and PC-VR builds.

Internal Tooling

Built a suite of Unity editor tools to speed up the team's daily workflow — including a bulk material-assignment tool that streamlines the CAD-to-PBR conversion process. Several are open-sourced on my GitHub.

Software Developer · Damen Naval Feb — Jun 2019

Vlissingen, Netherlands · Internship

Built a VR simulation for operating heavy machinery aboard naval vessels at Damen Schelde Naval Shipbuilding.

Education

Digital Arts & Entertainment 2016 — 2019

Howest University of Applied Sciences, Kortrijk

Major in Independent Game Production

Ranked #1 Game Design & Development school worldwide — 2017, 2018, 2021

Highlights

7 years shipping commercial VR

10+ VR titles contributed to at VRBase

260K+ players across titles I've worked on

3x faster client build pipeline (8h → 2h)

Skills

EXPERT

Unity C# Editor Scripting

Profiling & Optimization

PROFICIENT

FishNet Mirror HLSL / Shaders

Build Automation Git SQL Server

Design Patterns Project Management

FAMILIAR

OpenXR SteamVR Meta SDK JavaScript

Photoshop

Languages

Dutch ●●●●●

English ●●●●●

French ●●●●●

Outside Work

→ Hiking, backpacking, trail running

→ Former youth leader (Chiro)

→ Reading