Max Slot
Unreal Developer

Student at The Netherlands Filmacademy specializing in Immersive Media, with a focus on VR, AR, and interactive experiences. Interested in the technical side of immersive storytelling, with experience in Unreal Engine 5 and VR. Enjoys problem-solving and working in multidisciplinary teams to create engaging and functional virtual environments. Always eager to learn and improve technical skills while contributing to innovative projects.

Contact Details

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Skills

Adaptability
Iterative Development
Observing
Patience
Problem solving
Team Collaboration

Software

Education

The Netherlands Film Academy - Amsterdam University of the Arts
September 2022 - July 2026

Zeezusters
End of March 2024 - Mid April 2024

- **Strengthened interdisciplinary collaboration**, working effectively with theater direction student to merge immersive media with storytelling.
- **Integrated real-world elements** such as floor projection according to the virtual word location.
- **Refined technical expertise in Unreal Engine**, expanding skills in 3D world-building and interactive storytelling.

Inferno
March 2024 - Mid March 2024

- **Strengthened interdisciplinary collaboration**, working together with writers and production designers.
- Actively **expanding proficiency in Unreal Engine**, focusing on developing skills in blueprint scripting and world building.

Immersive Mime
January 2025 - January 2025

- **Strengthened interdisciplinary collaboration**, working together with mime actors.
- Continuous learning in Unreal Engine, exploring animation, rigging and lighting to expand interactive media skills.
- Using mocap for realtime domeprojection.

Mediacollege Amsterdam - Secondary vocational education
September 2017 - June 2021

- **Basic** 3D software and game -knowledge.
- **Collaborative** working experience

Work Experience

Instructor - Teaching
Mediacollege Amsterdam, Netherlands
February 2022 - present

- Provided teaching support, covering classes, mentoring and assisting students with ongoing projects.
- Evaluated student exams, providing clear, constructive feedback on coursework.

3D/VFX Artist   Internship
ShoSho Amsterdam, Netherlands
September 2020 - February 2021

- Worked alongside VFX-Artists

3D Generalist   Internship
Simulation Centrum Maritiem, Netherlands
February 2020 - August 2020

- Worked alongside game-artists and -developers
- Made 3D environments based on reference