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RENÉ KASPEREK



XR Software Developer | Experience Architect

Transitioned from digital media to software development, I offer 15 years of experience. I am open for diverse freelance opportunities and specialize in creating, developing and deploying XR applications for education, architecture, entertainment and marketing. My concepts integrate VR and AR or full-blown Mixed-Reality user experiences. Equipped for remote work with specialized software and hardware, I'm known for transparent, open collaboration. Guiding junior team members with responsibility is a possibility. Committed to enhancing collaboration, I bring steady dedication to every project.



EXPERTISE & TOOLS

PROGRAMMING SKILLS

C#, Dart, Python

INTERACTIVE USER EXPERIENCES

Unity, Flutter, HubsCloud

DEVELOPMENT PLATFORMS & SDKs

Android, iOS, ARFoundation, OpenXR,
Google Cloud, Firebase, AWS, WebXR

3D ASSETS & DIGITAL CONTENT CREATION

3D Animation, Modelling, Texturing, Shading
360 Media, (Blender, Adobe, Unity)

HARDWARE SUPPORT

HTC Vive, Meta Quest, Pico Interactive

PROJECT MANAGEMENT & TEAM LEAD

Git (Github), Atlassian (Jira) Excel
IHK licenced educator for media production (AdA)



EDUCATION

BACHELOR OF SCIENCE

Mediatechnology
Technical University of Ilmenau | Sep 2013

Bachelor Thesis: "Quality measurement of marker-based 3D camera tracking software"

LANGUAGES

German (native), English (fluent), Spanish (A1)



PERSONAL INTEREST

Music, Sailing, Biking, Cooking

WORK EXPERIENCES

Munich / Nuremberg | Apr 2018 - Today
CO-FOUNDER | CTO | SOFTWARE DEVELOPER
[Blickwinkel Tour](#)

- Software engineering of a Cloud based Software-as-a-Service platform for guided location-based XR tours with educational purpose
- Development of pipelines for content production in Virtual Reality media using Unity, Flutter, WebXR, Blender
- Team lead and recruitment of 3D artists for the 3D re-creation of historical architecture

Munich | Jan 2020 - Jun 2022
EXPERIENCE ARCHITECT | CONSULTANT
[XR HUB Bavaria](#) | [Medien.Bayern GmbH](#)

- Designing architecture for VR remote-work environments
- User-experience-design of XR platforms ([xrspaces.de](#)/[xrhubsaces.de](#)) and conception of XR Network ([xrnetwork.de](#))
- B2B-Consulting for possibilities of using XR (VR/AR/MR) solutions in businesses
- Conception of utility and maintainance of XR hardware for the XR HUB Media Lab

Fuerth | Feb 2012 - Mar 2018
CO-FOUNDER | CEO | CREATIVE DIRECTOR 3D
[R5 Region Five Media GmbH](#)

- Team lead on a variety of 3D visualization projects for our mainly technology driven clients
- Visual effects supervision and setup of 3D environments in post-production workflows
- CAD conversion, 3D modelling, texturing, lighting, rendering, animation, matchmoving, simulation & visual effects (smoke & fluids)
- 3 years of successful education of two media production students
- Creative Direction and storytelling of the company's media productions