



Mark Allon

VR Developer

Unity3D & Unreal Engine 4

MY INFO

Mark Allon
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ABOUT ME

Originally educated in the fine arts of Film and Video I first started a career as Sound Engineer. With the advent of digital media I decided to go back to school and re-educate myself. Since then I have created motion graphics, digital video productions, Flash/Flex based web applications and Flash games before switching to Unity as my main tool in 2010.

As a Unity developer I have mostly worked for mobile platforms. My strengths are optimization, attention to detail and a desire for experimentation.

Currently my focus is on developing Virtual Reality applications. I regard Virtual Reality as a very powerful tool that can be used very effectively for highly immersive gaming, training and education, therapy and coaching and most certainly storytelling.

In the last year I have also dived deep into the workings of Unreal Engine, which I value highly as a tool for visualization. Its superb rendering qualities especially benefit ArchViz projects, 360 video renders, still images and VR showrooms.

RECENT WORK

2017

Company	AllonVR/Lux Interior
Assignment	Creating a gamified VR experience with the purpose of training people to be more aware of their own influence over their environment.
Function	Lead Developer

Company iThrive BV
Assignment Creating a meditative VR application and 360° videos for coaching and therapeutic purposes.
Function Lead Developer & Environment Designer

2016

Company Lukkien BV
Assignment Upgrading, debugging and optimizing an AR app for ThyssenKrupp AG.
Function Developer

Company Pixelwater
Assignment Creating a VR experience for the Erasmus University of Rotterdam.
Function Lead Developer

Company SonoVR BV
Assignment Creating environments for relaxation purposes, capturing panoramic videos and building an app that allows for progress based upon the slowing down of the pulse.
Function Lead Developer & Environment Designer

2015

Company Mobytron BV
Assignment Mobile stock exchange game using real-time data.
Function Lead Developer

2014

Company Mobytron BV
Assignment Mobile stock exchange game using real-time data.
Function Lead Developer

Company Spektor Storytelling BV
Assignment Interactive story for mobile devices using GPS locations to unlock chapters and additional materials. Made for the War Museum in Groesbeek.
Function Lead Developer

Company Shoebox Diorama
Assignment Porting VR diorama Dear Pigeon Man to iPad.
Function Lead Developer

2013

Company Flavour BV
Assignment Creating Colorpickle, an arcade style iOS game using gyroscope controls.
Based upon a Flash game by Flavour BV.
Function Lead Developer

Company Shoebox Diorama
Assignment Porting VR diorama Blocked In to iPad.
Function Lead Developer

Company Info.nl
Assignment Creating Interactive 3D environments for energy company Essent.
Function Lead Developer

Company We R Interactive
Assignment Prototyping 3D environments and testing 3D functionality for iOS game I AM
PLAYR.
Function Developer

OTHER CLIENTS Achtung!, Magic Bullit, Vodafone, TBWA, Pepsi, Welder, Tjikky, Bavaria

MAIN SKILLS Unity3D & C#, Unreal Engine, VR development, AR development, Game
Development, Mobile Development, ArchViz

SECONDARY SKILLS Maya LT, Substance Designer, Substance Painter, Audition, Photoshop,
Illustrator, Premiere, After Effects

EDUCATION Academy of the Arts, Utrecht (HKU)
College of Multimedia, Amsterdam (CMM)

AWARDS & HONORS Best Free to Play at IndiePrize 2014 for Colorpickle
Nominated Best Mobile Game at IndiePrize 2014 for Colorpickle

LANGUAGES Dutch, English, German, Spanish