

MSc. JOHN SCHAAP

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INTRODUCTION |

I'm John Schaap, a technical lead, solution architect, and software engineer with nine years' experience delivering high-scale e-commerce and quick-service restaurant platforms. I specialize in reliable checkout, payments, and compliance solutions for high-traffic systems handling millions of orders globally.

Proactive in adopting emerging technologies and integrating them into high-impact, production-ready solutions, using tools like Copilot to improve productivity and code quality. My scientific background helps me quickly grasp complex concepts and systems, enabling efficient issue resolution with minimal impact. I focus on building maintainable, scalable, and reliable software grounded in SOLID, KISS, and YAGNI principles.

I've contributed to multinational teams by designing microservice architectures, solving complex technical challenges, leading large teams (30+), and analyzing requirements. Throughout, I ensured projects and stakeholders remained aligned. Colleagues describe me as persistent, committed, and detail-oriented, and I approach every challenge with the same mindset.



Key Highlight

- **Role & Experience:** Technical lead, solution architect, and software engineer with nine years' experience delivering high-scale e-commerce and QSR platforms.
- **Domain Expertise:** Checkout, payments, and compliance systems handling millions of orders globally.
- **Technical Approach:** Microservices and scalable architectures; software built on SOLID, KISS, and YAGNI principles; proficient in leveraging tools like Copilot to boost productivity and code quality.
- **Leadership:** Led multinational teams of 30+, aligning stakeholders and driving complex projects to completion.
- **Traits:** Persistent, committed, and detail-oriented, with a focus on delivering high-quality solutions.

EXPERIENCE |

Senior Tech Lead | Solution Architect | Senior Full-Stack .NET Engineer, Audabit Software Solutions B.V., Present
Designed and delivered end-to-end full-stack solutions on Microsoft Azure and AWS, leveraging ASP.NET, SQL/NoSQL, Angular/React, and GraphQL in SCRUM/agile teams to build scalable, reliable, and maintainable systems.

Senior Tech Lead | Solution Architect | Senior Full-Stack .NET Engineer, Domino's Pizza, Year: 2018 – 2026
Senior Technical Lead and Architect (via Audabit) for Domino's global platform, owning payments, POS integrations, and GDPR compliance across 10+ markets.
Designed and delivered highly scalable, resilient, and maintainable .NET microservices, React/GraphQL applications, and Azure cloud architectures, powering millions of daily transactions.

Tech Lead | Senior Full-Stack .NET Engineer | Angular Developer, Akzo Nobel N.V., Year: 2017 – 2018
Led Angular web application development in Microsoft Azure, enabling integration of colorimetric, mixing, and weighing instruments with web and desktop platforms.
Served as Technical Lead, enabled instrument automation and seamless hardware integration across multiple platforms.

Software Engineer | Researcher, Science [&] Technology – Vision B.V., Year: 2015 – 2019
Designed and developed complex web systems and advanced computer vision applications across PC, mobile, and embedded platforms.
Delivered full-stack solutions using .NET, Angular, Unity3D, and Azure, applying SCRUM methodologies across internal R&D teams and external clients.

Software Engineer | Researcher, Leiden University Medical Centre, Year: 2014 – 2015
Researched and developed human-computer interaction techniques, focusing on 3D object manipulation using hand

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gestures.

Built frameworks for medical applications with seamless integration of sensors and VR devices, delivering production-ready solutions for clinical research and evaluation.

Software Engineer | VR Engineer, MetrixLab, Year: 2013

Developed immersive virtual reality environments and marketing research tools using Unity3D and Oculus Rift to simulate consumer behavior and optimize product placement research.

Delivered VR research solutions enabling realistic consumer behavior studies, integrating advanced VR interaction and data tracking.

Teaching Assistant | Game Programming, Interaction Technology & Game Technology Introduction, Utrecht University, Years: 2012 – 2015

Supported course delivery and designed practical assignments, guiding students in developing interactive applications using VR and motion-sensing devices such as Oculus Rift, Wii Mote, and Kinect. Evaluated assignments and exams to ensure learning objectives were met.

SKILLS |

Languages

Dutch — Native

English — Full professional proficiency

Architecture & System Design

Requirement analysis & domain modeling

Solution architecture & system decomposition

High-scale asynchronous system architecture design

- Event-Driven Systems, Messaging Patterns, CQRS
- Scalability & Caching
- Resilience (timeouts, retries, circuit breakers)
- Concurrency & performance optimization

Clean architecture & layered design

Domain-Driven Design (DDD)

Software design patterns (e.g. SOLID)

API design (versioning, backward compatibility)

Data access strategies

Cloud & Platform Engineering

Microsoft Azure architecture & platform design

Azure Kubernetes Services (AKS)

Azure Container Apps & Azure Container Registry

Azure Web Apps

Azure Functions & Azure Logic Apps

Azure Service Bus & Azure Event Grid

Azure Cosmos DB & Azure SQL

Azure Storage Accounts (Blob, Table, Queue, Files)

Azure Key Vault (Secrets & key management)

Microsoft Entra ID (Identity platform integration)

Infrastructure as Code (Terraform)

Redis Caching

Back-end Engineering

.NET/.NET Core (C#)

ASP.NET (Web APIs)

GraphQL

SQL & relational data modeling

- Entity Framework, Dapper

Asynchronous & message-based processing

Node.js

Front-end & Client Development

Angular

TypeScript/JavaScript (jQuery)

HTML, CSS, SASS/SCSS/LESS

Bootstrap

React.js (Foundational Experience)

Delivery, DevOps & Reliability

CI/CD pipelines (Azure DevOps, GitHub Actions)

Containerization & packaging (Docker)

Kubernetes-based deployments

Test automation (unit, integration, E2E)

- Specflow/Webdriver.io

Test-driven development (TDD)

Observability & monitoring

- Logging, metrics & tracing

- Azure Application Insights, Grafana, New Relic

Production debugging & incident resolution

Security, Privacy & Compliance

Secure-by-design architecture

Security in cloud & distributed systems

Identity & access management

OAuth2 & JWT-based authentication

Secrets & key management

GDPR & privacy compliance

Technical Leadership & Stakeholder Engagement

Technical leadership & mentoring

Architectural decision-making & guidance

Stakeholder management & communication

Cross-team and cross-department collaboration

Agile team collaboration (Scrum/Agile)

Supporting project planning & delivery

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Tooling & Ecosystem

Git & source control workflows
Azure DevOps, GitHub, Jira
Postman
Microsoft/GitHub Copilot
Open Layers

Analytical & Research Capabilities

Complex problem-solving in distributed systems
Technical and architectural documentation
Solution pathfinding in ambiguous and high-uncertainty contexts
Research-driven decision making

EDUCATION |

Master of Science, Computer Science: Game & Media Technology, Utrecht University
Cum Laude, GPA: 4.0 | Start: September 2013, End: October 2015

Bachelor of Science, Computer Science: Game Technology, Utrecht University
Cum Laude, GPA: 4.0 | Start: September 2010, End: July 2013

ACHIEVEMENTS |

Local Game Jam 2013, Edge of Wolves, 1st place
Creative Game Challenge Student Edition 2012, Breakpoint Revised, Special Award: Most Innovative
Creative Game Challenge Student Edition 2012, Sketchman, Special Award: Art Style
Game Development Award 2011, Breakpoint, 1st place

INTERESTS |

Software Development	(Video)Games	Movies & Series
Innovative Hardware & Multimedia	Investing & Company Analysis	Sports (F1)
Personal Project using newest tech	Hiking	Lifeguard (Beach)

DETAILED EXPERIENCE |

Senior Tech Lead | Solution Architect | Senior Full-Stack .NET Engineer, Audabit Software Solutions B.V. | Present
Designed and delivered end-to-end full-stack solutions on Microsoft Azure and AWS, leveraging ASP.NET, SQL/NoSQL, Angular/React, and GraphQL in SCRUM/agile teams to build scalable, reliable, and maintainable systems.

Audabit Software Solutions B.V. delivers professional Full-Stack software design and development services, leveraging cloud platforms such as Microsoft Azure and AWS. I specialize in modern technologies, including ASP.NET, SQL/NoSQL databases, Angular/React for front-end development, and GraphQL for efficient backend communication.

As a freelance Senior Tech Lead, Solution Architect, and Full-Stack .NET Engineer, I provide specialized expertise for payment, checkout, compliance, and incident resolution consultancy, project-based engagements, or SCRUM/agile team contributions.

I also contribute to volunteer projects, such as Lifeguard Katwijk, reflecting my commitment to applying my skills for both professional and community impact.

Key Projects

GPS Monitoring System

- Tracks real-time locations of units (people, vehicles, boats) using a .NET (C#) application communicating with radios via COM port, supporting high-volume monitoring requirements.
- Forwards location data to an ASP.NET web service hosted in Azure, storing it in MySQL via Entity Framework.
- Visualizes real-time and historical locations via Angular front-end with Open Layers.
- Fully integrated into CI/CD pipeline and tested across Development, Testing, Acceptance, and Production environments.

Payment System

- Enables lifeguard members to securely make purchases using RFID-enabled membership cards.
- ASP.NET web service hosted in Azure with Swagger interface for product administration.
- Stores product and transaction data in MySQL via Entity Framework, ensuring accurate member balances.
- Angular front-end provides a secure, user-friendly transaction experience.
- Fully tested at unit, integration, and end-to-end levels, deployed across multiple environments, ensuring reliable member transactions.

Beachinfo

- Progressive Web App (PWA) in Angular, hosted in Azure, delivering beach information including missing persons alerts, warnings, and weather conditions.
- ASP.NET backend notification system delivers alerts for lightning and other critical events.
- Fully tested and integrated into CI/CD pipeline across multiple environments, delivering reliable notifications and real-time beach data to users.

Team

I work independently or within teams of any size, adhering to established software design principles, rigorous testing, and CI/CD practices. I consistently follow pull request workflows and maintain high standards for code quality, collaboration, and high-quality project delivery.

Technology and Tools

- *Front-End*: Angular, React (Beginner), HTML, CSS/SASS/SCSS/LESS, TypeScript/JavaScript, Bootstrap, jQuery, Android
- *Back-End*: .NET 8 (C#), ASP.NET, LINQ, Node.js (GraphQL)
- *Data & Storage*: SQL, MySQL, Cosmos DB, Redis Caching, Azure Storage Accounts (Blob, Table, Queue), Entity Framework, Service Bus

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- *Cloud & Infrastructure:* Microsoft Azure (AD, Web Apps, Kubernetes Services, Container Apps, Container Registry, Key Vault, Logic Apps, Event Grid, Application Insights), Infra as Code (Terraform/CloudFormation), Azure DevOps, Containers/Docker
- *Testing & CI/CD:* Unit, Integration, E2E, TDD, BDD, SpecFlow, Webdriver.io, Continuous Integration & Delivery
- *Design & Architecture:* Software Design Principles, SOLID/KISS/YAGNI, Domain-Driven Design, System Architecture Design, Requirement Analysis, Solution “Pathfinder”
- *Methodologies & Soft Skills:* SCRUM/Agile, Team Lead & Management, Teamwork & Collaboration, Project Planning & Management, Stakeholder Management, Problem Solving, Communication, (Technical) Documentation, (Scientific) Research
- *Other/Miscellaneous:* Git, Postman, Copilot, C++, WPF, Java, Unity3D, Xamarin, OpenLayers

Senior Tech Lead | Solution Architect | Senior Full-Stack .NET Engineer, Domino’s Pizza |, Year: 2018 - 2026

Senior Technical Lead and Architect (via Audabit) for Domino’s global platform, owning payments, POS integrations, and GDPR compliance across 10+ markets.

Designed and delivered highly scalable, resilient, and maintainable .NET microservices, React/GraphQL applications, and Azure cloud architectures, powering millions of daily transactions.

Domino’s Pizza Enterprises Ltd. is the master franchise holder for Domino’s in Australia, New Zealand, Cambodia, Malaysia, Japan, Taiwan, Belgium, France, the Netherlands, Germany, and Luxembourg. The organization is recognized as a global food-technology leader, pioneering drone delivery, app-based ordering, AI-driven features, and automation.

During my first year, I assumed the Technical Lead role following the outgoing lead’s departure. I took ownership of solution architecture across multi-million-euro initiatives, coordinated daily with teams in Australia, and shaped the technical direction for new initiatives across Europe.

Worked across the full microservice ecosystem (ASP.NET, React, GraphQL) hosted in Azure Kubernetes Services and Container Apps, using SQL, Cosmos DB, Blob Storage, Service Bus, and other cloud-native components. Followed Domain-Driven Design, TDD, microservices principles, and CI/CD via Azure DevOps.

I delivered major features and migrations, stabilized production systems, improved architecture standards, resolved high-severity incidents, and set engineering best practices across the organization.

Key Projects

Checkout & Payments

- Integrated 20+ global payment methods (Adyen, PayPal, AsiaPay, GMO, Edenred), increasing international payment success rate and enabling transactions across 10+ markets. Ensured PCI-compliant architecture and 99.99% payment availability during peak times.
- Payment Methods – Delivered Credit Card (with 3DS), Click to Pay, iDeal, Gift Cards, Apple Pay, Google Pay, FPX, PayNow, GrabPay, TouchNGo, Rakuten, and others.
- Customer Options – Implemented Tip-the-Driver, Donations/Round-Up, and Saved Payments (tokenized card vaulting).
- Reliability & Compliance – Ensured high availability and PCI-compliant design patterns across all payment flows.

Compliance (GDPR & Legal)

- Request to Be Forgotten — complex distributed sanitization across microservices in systems where most customers had no account.
- Data Subject Access Requests — generated complete customer data packages across dozens of stores, microservices, and historical systems.

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- Cookie Management — ensured strict compliance with regional regulations, preventing tracking prior to consent.

Point of Sales Integrations

- Caller ID — automatic customer lookup based on phone calls and push into POS.
- RiseUp — employee training integration with store systems.
- Future Order Screen/Order Prediction — predicted incoming orders based on web behavior and pre-alerted stores, reducing delivery time.

Other Large Projects & Contributions

- NextGen Platform Re-architecture — key contributor to re-architecting Domino's end-to-end platform from legacy technologies into modern microservices, React, and GraphQL.
- Aggregator Integrations — JustEat, Thuisbezorgd, UberEats, DoorDash, MenuLog.
- Loyalty System — earned points and redemptions for free pizzas.
- Kiosk Platform — in-store kiosks communicating with physical terminals and online services.
- Late Delivery EDM — automated free pizza compensation flows.
- Enhanced Minimum Order Value — dynamic MOV calculation based on distance to store.

Team

Oversaw three European development teams including:

- 22 developers
- 5 QA engineers
- 3 business analysts

Provided mentorship and guidance to developers and QA engineers, fostering skill development, best practices adoption, and team collaboration across European development squads, while ensuring effective collaboration with teams in Australia and Asia.

Technology and Tools

- *Front-End:* React, HTML, CSS/SASS/SCSS/LESS, TypeScript/JavaScript, Bootstrap, jQuery, Android
- *Back-End:* .NET 8 (C#), ASP.NET, LINQ, Node.js (GraphQL)
- *Data & Storage:* SQL, Cosmos DB, Blob/Table/Queue Storage, Azure Service Bus
- *Cloud & Infrastructure:* Azure (Kubernetes, Container Apps, ACR, Key Vault, App Insights), AWS (ECS/EC2), Terraform, CloudFormation
- *Testing & CI/CD:* Unit, Integration, E2E, TDD, BDD, SpecFlow, Webdriver.io, Azure DevOps
- *Other:* Software Design Principles, DDD, Architecture Design, CI/CD, Copilot, Documentation, Team Leadership, Stakeholder Management, Incident Resolution, Technical Research

Tech Lead | Senior Full-Stack .NET Engineer | Angular Developer, Akzo Nobel N.V. | Year: 2017 – 2018

Led Angular web application development in Microsoft Azure, enabling integration of colorimetric, mixing, and weighing instruments with web and desktop platforms.

Served as Technical Lead, enabled instrument automation and seamless hardware integration across multiple platforms.

AkzoNobel, a global leader in paints and coatings, operates in 150+ countries with ~34,500 employees and is renowned for innovative color and protective solutions.

As Technical Lead, I oversaw solution architecture, drove adoption of best practices, and ensured seamless integration of web and desktop applications with critical instrument automation projects. My work spanned front-end and back-end development, bridging Angular web apps with WPF desktop applications via SignalR to deliver reliable, maintainable, and scalable solutions.

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Key Projects

Paintfinder

- Developed an Angular-based online search tool in Azure for locating Salcomix Coatings.
- Enabled automated mixing via ADU and manual mixing using computer-connected scales.
- Implemented a WPF intermediary application enabling web-to-hardware communication via SignalR, sending commands over COM ports to control ADU and scales.
- Enhanced the user interface to improve usability and accuracy during the mixing process.
- Applied CI/CD practices using Azure DevOps to ensure streamlined development and automated deployment of updates and enhancements.

Instrument Hub

- Led development of Instrument Hub, a central WPF application centralizing hardware communication with all supported hardware (scales, photo spectrometers, ADUs) across AkzoNobel web applications.
- Developed custom SDKs and low-level drivers for hardware lacking vendor SDKs, while integrating devices with SignalR to allow seamless interaction from Angular web apps.
- Built an Angular demonstration application to train and onboard other developers on effectively using the Instrument Hub, improving team adoption and knowledge sharing.
- Implemented CI/CD pipelines via Azure DevOps, streamlining development, testing, and deployment for both the hub and associated web applications.

Team

Oversaw and collaborated with multiple SCRUM teams:

- Paintfinder team: 4 developers, 1 QA specialist, 1 product owner
- Instrument Hub team: 2 developers, 1 product owner

Facilitated daily stand-ups, weekly refinement sessions, and bi-weekly demos/retrospectives, ensuring effective communication and knowledge sharing across teams. Provided mentorship and guidance to developers and QA specialists, fostering skill development and adoption of best practices. Ensured effective collaboration across teams while maintaining alignment with project goals and promoting knowledge sharing.

Technology and Tools

- *Front-End:* Angular, HTML, CSS/SASS/SCSS/LESS, TypeScript/JavaScript, Bootstrap, jQuery, WPF
- *Back-End:* .NET (C#), ASP.NET, LINQ, MVC
- *Cloud & Infrastructure:* Azure Web Apps, Azure DevOps
- *Testing & CI/CD:* Unit and integration testing, CI/CD pipelines
- *Protocols:* SignalR
- *Other:* Software Design Principles, SCRUM/Agile, Team Leadership, System Architecture Design, Requirement Analysis

Software Engineer | Researcher, Science [&] Technology – Vision B.V. | Year: 2015 – 2019

Designed and developed complex web systems and advanced computer vision applications across PC, mobile, and embedded platforms.

Delivered full-stack solutions using .NET, Angular, Unity3D, and Azure, applying SCRUM methodologies across internal R&D teams and external clients.

Science [&] Technology (S[&]T) is a leading R&D provider in Space, Defence, and Scientific domains, with S&T Vision specializing in computer-vision-driven solutions for clients such as the Ministry of Defence, TNO, NCIA, and Handicare.

Delivered AR/VR applications, spatial-video analysis platforms, and precision 3D measurement systems.

Responsibilities included system architecture, full-stack development, and computer vision research, producing production-ready applications for mobile, desktop, and web platforms.

Key Projects

VR & AR Applications

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- Developed a stereoscopic 3D mobile VR panorama viewer using Unity3D for Google Cardboard and similar VR devices.
- Integrated with an ASP.NET web service to retrieve panoramas via user-input links or QR codes.
- Implemented intuitive VR navigation and smooth panorama transitions, following UX patterns similar to Google Street View.

Dronetube – Drone Video Search Platform

- Built a geospatial video-intelligence system enabling drone footage lookup by geographic location and timestamp.
- Developed a C# module with an XML-based configurator to retrieve, process, and store drone video streams and polygon-based metadata.
- Optimized high-performance geospatial queries using SQL stored procedures.
- Created a web interface with HTML, CSS, JavaScript, and OpenLayers to visualize drone videos and spatial overlays.
- Integrated multiple ASP.NET web services to handle video ingestion and streaming workflows.
- Implemented CI/CD pipelines and automated deployment processes using Jenkins, supported by extensive automated testing.

Door Construct – Door & Window Measurement System

- Designed and developed a Xamarin-based Android application to digitize on-site door and window measurements, replacing paper-based processes.
- Built an ASP.NET Core web service with a MySQL backend for secure synchronization and data management.
- Developed a WPF desktop application for reviewing measurements, adding specifications, and submitting production instructions.
- Created an Angular web interface for field mechanics to track assignments, update job statuses, and complete tasks.
- Implemented CI/CD pipelines using Jenkins across mobile, web, and desktop components, supported by automated test suites.

Markerloos/Markerscan

- Contributed to the enhancement of a 3D measurement algorithm enabling millimeter-level accuracy using marker-based photography.
- Markerloos — Developed an AR-enhanced Windows tablet application to capture staircase measurements and generate 3D staircase models and rail calculations, automatically transmitted via ASP.NET web services.
- Markerscan — Built Android/iOS Unity3D applications for capturing precise 3D points and exporting them into downstream workflows (e.g., CAD, 3D printing, modeling).

Team

Worked in a small, R&D-focused team of four engineers, collaborating through weekly SCRUM meetings to coordinate research tasks and delivery. Partnered with international engineering teams on projects such as Dronetube, ensuring alignment in architecture, data standards, and integration across distributed teams.

Technology and Tools

Front-End: Angular, HTML, CSS/SASS/SCSS/LESS, TypeScript/JavaScript, Bootstrap, jQuery, WPF, Xamarin/Android, Unity3D

Back-End: .NET (C#), ASP.NET, ASP.NET Core, MVC, LINQ, C++, Java

Data & Storage: Entity Framework, MySQL, MongoDB

Cloud & Infrastructure: Azure Web Apps

Testing & CI/CD: Unit testing, Integration testing, Jenkins CI/CD pipelines

Other: Computer Vision, AR/VR, Software Design Principles, SCRUM/Agile, System Architecture, Requirements Analysis

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Software Engineer | Researcher, Leiden University Medical Centre | Year: 2014 – 2015

Researched and developed human-computer interaction techniques, focusing on 3D object manipulation using hand gestures.

Built frameworks for medical applications with seamless integration of sensors and VR devices, delivering production-ready solutions for clinical research and evaluation.

Leiden University Medical Centre (LUMC) is a leading university hospital affiliated with Leiden University, combining patient care, medical education, and research. Within the Radiology department, the IT team explores emerging technologies to enhance clinical workflows and patient outcomes.

Key Projects

3D Object Manipulation with Hand Gestures

- Developed a Unity3D application enabling surgeons to interact with 3D data hands-free using Leap Motion, maintaining sterility during procedures.
- Conducted usability and performance studies comparing traditional mouse interactions with hand gestures for 3D object manipulation.
- Designed experiments where participants aligned virtual 3D objects differing in position, rotation, and scale, collecting metrics for accuracy, speed, and user experience.
- Delivered a finalized application allowing import of 3D medical data for hands-free manipulation via Leap Motion, improving speed, accuracy, and user experience.

Unity3D sensor framework

- Built a Unity3D framework integrating multiple input devices, including Oculus Rift, Leap Motion, Intel RealSense, and Kinect.
- Developed a unified interface for easy device integration across multiple projects, reducing integration effort while ensuring consistent interactions.
- Ensured the framework was extensible, maintainable, and intuitive for researchers and developers working on VR/AR medical applications.

Team

Solely responsible for development and delivery of both projects. Conducted demonstrations and usability sessions with surgeons and rehabilitation personnel, iteratively improving the applications.

Technology and Tools

Front-End & VR: Unity3D, Oculus Rift, Leap Motion, Intel RealSense, Kinect

Back-End & Programming: .NET (C#), C++

Other: LINQ, Software Design Principles, System Architecture, Requirement Analysis, SCRUM, Virtual Reality, Hands-Free Interaction/3D Interaction

Software Engineer | VR Developer, MetrixLab | Year: 2013

Developed immersive virtual reality environments and marketing research tools using Unity3D and Oculus Rift to simulate consumer behavior and optimize product placement research.

Delivered VR research solutions enabling realistic consumer behavior studies, integrating advanced VR interaction and data tracking.

MetrixLab is a leading global market research agency, specializing in brand engagement, product innovation, and customer value. With advanced digital technologies, the company enables clients to make data-driven decisions quickly and accurately. For client research programs, we developed immersive virtual environments to simulate real-world shopping for in-store product placement studies.

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Key Projects

Immersive VR Retail Simulation

- Modeled after a real-world retail store for consumer behavior research.
- Developed a fully immersive 3D virtual store using Unity3D, modeled after a real-world retail environment for consumer behavior research.
- Enabled test subjects to navigate the store using an Oculus Rift and Xbox360 controller for intuitive navigation.
- Integrated gaze-tracking technology and spatial data capture to monitor shelf-scanning patterns, item selection, and in-store navigation paths.
- Delivered a realistic and interactive shopping experience, replacing the previous web interface and generating higher-fidelity behavioral data.
- Tracked and visualized consumer behavior, including gaze, movement, and product interaction, to support actionable insights for client research.

Team

Collaborated in a distributed team of three developers, providing monthly progress demonstrations to stakeholders.

Technology and Tools

Front-End & VR: Unity3D, Oculus Rift, Xbox360 controller

Programming: .NET (C#), C++

Other: Software Design Principles, System Architecture, Requirement Analysis, SCRUM, LINQ, Virtual Reality

Teaching Assistant | Game Programming, Interaction Technology & Game Technology Introduction, Utrecht

University | Years: 2012 – 2015

Supported course delivery and designed practical assignments, guiding students in developing interactive applications using VR and motion-sensing devices such as Oculus Rift, Wii Mote, and Kinect. Evaluated assignments and exams to ensure learning objectives were met.

Within the Department of Information and Computing Sciences, teaching assistants bridge theory and practice, helping students develop programming and interactive technology skills.

Key Projects

Game Programming

- Guided students through the development of small games using the XNA gaming engine, including classic projects such as “Pong” and “Tetris.”
- Designed assignments reinforcing fundamental coding concepts and promoting problem-solving and iterative development.
- Provided one-on-one assistance and feedback to ensure students met learning objectives.

Interaction Technologies

- Developed assignments requiring students to create applications using innovative interaction devices, including Oculus Rift, Wii Mote, and Kinect.
- Designed projects applying human-computer interaction principles, including applications for individuals with disabilities.
- Supported students in evaluating and improving usability and interaction designs.

Game Technology Introduction

- Assisted teams of six students in collaborative development of retro-inspired games resulting in functional prototypes or showcase-ready games.
- Managed administrative tasks, coordinated team activities, and organized student game showcases.

TECH LEAD | SOLUTION ARCHITECT | FULL-STACK .NET SOFTWARE ENGINEER

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Team

Collaborated with professors and a team of teaching assistants, sharing knowledge and coordinating responsibilities through regular meetings.

Technology and Tools

Front-End & Programming: .NET (C#), C++, XNA

Other: LINQ, Software Design Principles, System Architecture, Requirement Analysis