AEDAN SOELLAART

(HE/HIM) SIMULATION & GAME DEVELOPER

ABOUT ME

I love building experiences with others. I'm a game developer specializing in interactive simulations, serious games and XR. Experienced building interactive web-based training experiences, with a focus on responsive interaction systems, gameplay feel, accessible and scalable learning.

PORTFOLIO
https://aedan.games

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WORK EXPERIENCE

Pedagogical Simulation Full Stack Developer (Contract)
University of Inland Norway
March 2025 to Feb 2026 Hamar, Norway

Worked closely with a PhD researcher to build a teacher training simulation app. I designed and programmed the app in Unity, and focused enhanced its accessibility by bringing it to mobile and web browsers, enabling educators to rehearse teaching in a realistic virtual classroom from anywhere. I then built an editor for it with JS & TS.

Reference: InnTELT Project Manager @ INN: Karen Parish (+47 61 28 84 73)

Game Developer and Workshop Host (Contract)
ExcITed Centre of Excellent IT Education Norway
Sept. 2022 to Sept. 2024 Levanger, Norway

Developed educational games and free online beginner tutorials for game dev students. Hosted workshops that taught many areas of game dev such as Unity, programming, UI & UX design, and game design.

Reference: Nord's ExcITed Manager: Robin Isfold Munkvold (+47 99 63 65 98)

VOLUNTEERING EXPERIENCE

Volunteer - devcom 2023
August 2023 Cologne, Germany

I helped out at the largest game developer conference in Europe as a floor coordinator.
Reference: Volunteer Manager Dr. Jenn Killham (jenniferkillham@gmail.com)

EDUCATION

Postgraduate Degree in Virtual Reality and Augmented Reality
University of Inland Norway (2024 - 2025) Hamar, Norway

- I developed three major Unity-based AR and VR projects, specializing in deep optimization techniques to maintain stable frame rates and 3D environments on standalone mobile VR hardware.
- I was a designer and programmer for a VR physiotherapy app for hospital patients, focusing on first-time user accessibility and intuitive interaction. I prioritized feel and polish by creating custom in-engine animations and feedback systems, ensuring the UI/UX was both motivating and frictionless for users in a clinical environment.

Bachelor's in Games and Entertainment Technology
Nord University (2021 - 2024) Levanger, Norway

- In my first semester I coordinated a team of six to pitch and develop a game project, and 6 months later we showcased it at the Norwegian Game Awards.
- I developed robust gameplay and interaction systems during several 6-month projects, prioritizing clean code and reusable technical frameworks.
- Gained experience balancing performance and visual fidelity, ensuring games remained responsive across different hardware constraints.
- I mastered communication across art, design, and technical tracks, fostering tight feedback loops to move projects from prototype to a shippable state.
- I was also the game student organization's event manager, where I hosted board game nights, movie nights, quiz nights, and game testing events for students.

SKILLS

- **C#** (6 years)
- **HTML** (3 years)
- **Javascript** (3 years)
- **React** (3 years)
- **Tailwind CSS** (3 years)
- **Typescript** (1 year)

TOOLS

- **Unity** - 6 years
- **Adobe Suite** - 8 years
- **Gen AI APIs** - 2 years
- **Git** - 6 years

CERTIFICATIONS

Audio Middleware Implementation in Unity
FMOD BCP Certified

Google Play Academy
Store Listing Certificate

LANGUAGES

- **English** (Native)
- **Dutch** (Working Proficiency)
- **Norwegian** (Working Proficiency)

HOBBIES

- Board games
- Hiking
- Kayaking
- Mountain biking
- Game Jams
- Build websites for fun

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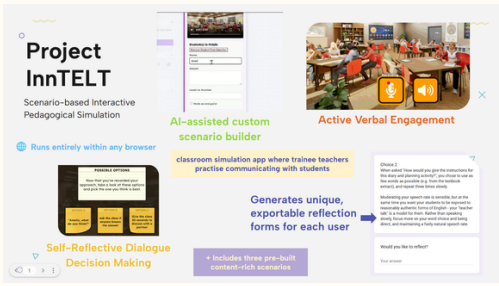
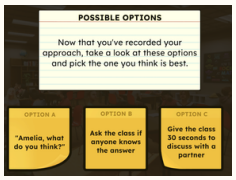
PROJECT SHOWCASE

Primary School Teacher Training Simulation Software

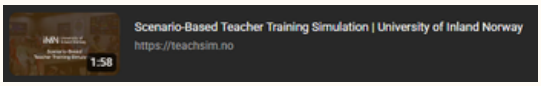
2025 - 2026 | 10 Months | https://teachsim.no

During my time working at the University of Inland Norway, I explored the intersection of game development and educational science when I collaborated with an artist and a PhD researcher to transform real classroom scenarios into a high-fidelity, interactive training platform. The project's goal was to provide teachers with a safe, repeatable environment to practice communication and classroom decision-making.





Trailer: https://youtu.be/qAS04LWdlkE



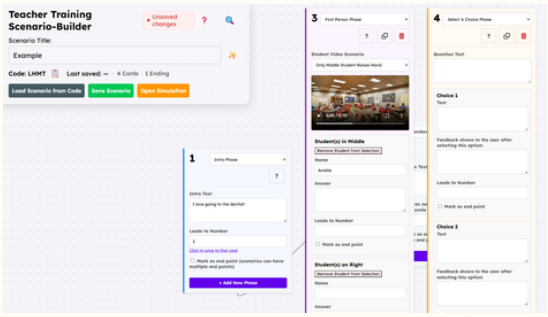
The Simulation Engine (teachsim.no)

The core experience is a branching, first-person simulation built in Unity and deployed via WebGL. To ensure the tool was accessible in any classroom or professional setting, I engineered a responsive rendering pipeline that maintains visual parity across mobile, tablet, and desktop browsers. The simulation moves beyond simple multiple-choice by incorporating multi-modal interactions, including a custom voice-recording and playback system that allows users to practice verbal communication and review their own performance, and a unique reflection form generator that users can complete and share.

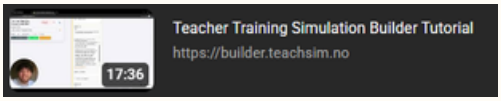
The Authoring Ecosystem (builder.teachsim.no)

To solve the bottleneck of content creation, I developed a standalone, browser-based Scenario Builder. Built with Javascript and integrated with the Panzoom TypeScript library, this tool provides a node-based canvas where teachers can map out complex behavioral trees without writing code.

- Systems Design: The builder features a robust validation engine I designed to automatically flag logic errors, such as unreachable nodes or dead-end scenarios.
- Full-stack Integration: I implemented a Firebase backend for seamless cloud saving and a 4-character share code system, allowing for instant deployment of new training modules. I set up the site's hosting with Cloudflare.
- AI Implementation: To accelerate the workflow, I integrated AI-assisted generation that can auto-populate scenario steps based on a user's initial prompts, helping with ideation and speeding up of manual data entry.



Scenario Editor Tutorial:
https://youtu.be/JjBgtAdYeVA



Impact

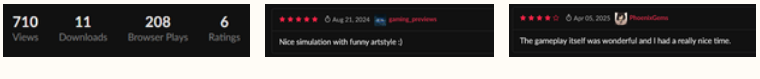
I worked with teachers through iterative testing cycles to optimize platform usability and ensure accessibility for users unfamiliar with gaming conventions. The result is a public-access tool licensed by the University of Inland Norway, and it will be integrated into the university's curricula to train the next generation of educators.

Team Leadership Management Game

2024 | 4 Months | https://borari.itch.io/monkey-business

During my time working for Norway's Centre of Excellent IT Education, I worked in a team of 4 to produce a stylized educational game to help teach game development students crucial project management skills. The project translates Situational Leadership Theory into a gameplay loop that allows students to practice production and management skills in a safe environment.

- **UI Design & Programming:** I designed and developed the user interface and interactive meeting systems used to monitor team morale, manage employee stress levels, and navigate development stages.
- **Feature Development:** I implemented a character customization suite to increase player immersion and a dynamic learning resource system that populates an in-game computer with leadership documentation.
- **Technical Delivery:** I ensured the final product was web-based and device-agnostic, incorporating accessibility features such as dyslexia-friendly fonts. Reception from students and the public was positive.



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