XR DEVELOPER / CONSULTANT / FOUNDER

Sharif Bayoumy

I build immersive systems that connect people, devices and real-world workflows. My work combines XR engineering with full-stack, cloud and creative technology. As a consultant, I help people and teams learn to design and build immersive XR applications.

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EXPERIENCE

TU Delft XRZone — PRESENT

XR Developer & Consultant

- Manage client projects from discovery and scoping to delivery, producing XR products tailored to their needs.
- Build reusable XR applications used in education year after year and establish CI/CD pipelines for reliable XRZone releases.
- Seconded by TU Delft to SURF for SimuLearn, developing XR SSO and launcher workflows for a national Dutch education platform.

DashXR — PRESENT

Founder & XR Solutions Developer

- Build scalable XR technologies for education and entertainment, from immersive VR apps to connected web, backend and cloud platforms.
- Develop real-time remote management systems that configure and control 100+ headsets simultaneously.

SenseGlove — JAN - JUL 2019 · 7 MOS

Software Developer

- Built VR solutions and researched physics-based hand interaction for SenseGlove haptic gloves and third-party VR controllers.
- Created immersive SenseGlove experiences for clients and supported further research and product development within the company.

ING — FEB - JUL 2018 · 6 MOS

VR / Telerobotics Developer

- Built a VR telerobotics solution for remotely operating robots in healthcare and live-event scenarios.

SW Solutions — JUL - SEP 2017 · 3 MOS

Software Developer

Designed and tested a universal ERP integration system for connecting organizations.

XL Family / UMC Utrecht — SEP 2016 - FEB 2017 · 6 MOS

VR Developer

Developed VR serious games, including a healthcare research experience focused on hospital rehabilitation.

EDUCATION

Amsterdam University of Applied Sciences
BSc HBO-ICT Informatics / Game Development — 2014 - 2018

ROC Flevoland
MBO 4 Application Developer — 2012 - 2014

ROC Flevoland
MBO 3 ICT Management — 2010 - 2012

CAPABILITIES

XR ENGINEERING
Unity + C#; Unreal Engine + C++; OpenXR Native; VR/AR/MR; spatial interaction; haptics.

FULL-STACK + DATA
React; TypeScript; Tauri; Rust; gRPC; Socket.IO; Elysia; PostgreSQL; Drizzle.

NATIVE + MOBILE
Android; Kotlin; native integrations; cross-platform desktop applications.

CLOUD + PLATFORM
Kubernetes; Docker; TeamCity; GitOps; OpenTelemetry; Traefik.

CREATIVE TECHNOLOGY
GLSL; HLSL; Substance Painter; Blender; JangaFX Suite; VFX.

ADVISORY
Client discovery; project scoping; product delivery; stakeholder collaboration.

DELIVERED IMPACT

XRScaleKit
Used by multiple Dutch educational institutions; at TU Delft it powers campus reservations and manages 100+ headsets and 50+ XR applications.

HANDZONe
Teaches robot operation in 20+ concurrent solo or collaborative VR digital-twin sessions, with Grasshopper control visible in-session.

VRock
Built custom tools and a repeatable workflow to convert 3D scans into optimized meshes for virtual fieldwork.

SURF - SimuLearn
Helps students and educators across Dutch institutions discover and launch XR learning content through VR-ready SSO.

IFFR
XR exhibition infrastructure for 80+ headsets serving 2,000+ festival visitors.

Based in the Netherlands · Available for XR roles and focused collaborations