Steve Boeters
Game Developer

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Statement

I am a game developer who has knowledge and experience in many aspects of game development. My education and work experience have provided me with a lot of diversity which helps me being versatile and enable me to easily work with people of many disciplines. I focus on management, programming and game design. I always try to be reflective on my work and myself, to listen to criticism and use it to improve.

Education

Bachelor of Science, International Game Architecture & Design
NHTV University of Applied Science - Breda, Netherlands
Okt 2010 - Jan 2016
Graduated for the variation Indie Game Development
that provides a combination of art, programming and design
related to games. For some school projects I have also been the
team lead.

HAVO NT
Veurs Lyceum - Leidschendam, Netherlands
Aug 2005 - July 2010

Experience

Software Engineer / Product Owner
Feb 2016 - Now | CleVR
Worked as a Unity developer at CleVR working with VR devices making projects for research and treatment in health care. I have been involved in all production stages of various projects. I have also gained experience in roles involving more leadership and management such as a general team lead, Scrum Master and Product Owner.

Graduation Project - Microbes in Unity
Aug 2015 - Jan 2016 | Motekforce Link
Graduation project at Motekforce Link where I transferred one of their games named Microbes from their engine D-Flow to Unity.

Programmer & Game Design - Forest of Magmire
Jun 2015 - Aug 2015 | Motekforce Link
Temporary employment at Motekforce Link to develop a project for Northeastern University from concept to final version. The game design was based on the specifications of the client and re-iterated upon based on their feedback.

Intern Application Development
Feb 2015 - Jun 2015 | Motekforce Link
My work included mostly programming responsibilites and also game design. The games were made for specialized hardware that help with balance and movement disorders. These games were made with their node-based software D-Flow that includes support for Lua scripting.

Professional Skills

Software
Unity
JIRA
Confluence
Git
Photoshop
Illustrator
Unreal Engine 4

Programming languages
C#
Lua

Languages
Dutch (native)
English (fluent)

Personal

Hobbies
Reading
Movies/Shows
Videogames
Boardgames
Photography

Interests
Media
Science
Game Development
Computer Hardware
Display Technology

Traits
Organized
Eager to learn
Driven
Confident
Responsible