

# Steve Boeters

## Game Developer

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Statement	<p>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. My main focus and enjoyment is in programming and game design. I always try to be reflective on my work and myself, to listen to criticism and use it to improve.</p>	Professional Skills	<p><b>Software</b></p> <ul style="list-style-type: none"><li>Unity</li><li>JIRA</li><li>Visual Studio</li><li>Git</li><li>Photoshop</li><li>Illustrator</li><li>Maya</li><li>Unreal Engine 4</li></ul> <p><b>Programming languages</b></p> <ul style="list-style-type: none"><li>C#</li><li>Lua</li></ul> <p><b>Languages</b></p> <ul style="list-style-type: none"><li>Dutch (native)</li><li>English (fluent)</li></ul>
Education	<p><b>Bachelor of Science, International Game Architecture &amp; Design</b> 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.</p> <p><b>HAVO NT</b> Veurs Lyceum - Leidschendam, Netherlands Aug 2005 - July 2010</p>	Personal	<p><b>Hobbies</b></p> <ul style="list-style-type: none"><li>Reading</li><li>Movies/Shows</li><li>Videogames</li><li>Boardgames</li><li>Photography</li></ul> <p><b>Interests</b></p> <ul style="list-style-type: none"><li>Media</li><li>Science</li><li>Game Development</li><li>Computer Hardware</li><li>Display Technology</li></ul> <p><b>Traits</b></p> <ul style="list-style-type: none"><li>Organized</li><li>Eager to learn</li><li>Driven</li><li>Confident</li></ul>
Experience	<p><b>Software Engineer</b> Feb 2016 - Now   CleVR Unity developer at CleVR working with VR devices making projects for research and treatment in health care. I have been involved with all production stages of various projects. As a developer I have focused more on the aspects more visible to the user such as interactions or audiovisual elements. I also gained experience in roles involving more leadership and management such as a Scrum Master and Product Owner.</p> <p><b>Graduation Project - Microbes in Unity</b> 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.</p> <p><b>Programmer &amp; Game Design - Forest of Magmire</b> 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.</p> <p><b>Intern Application Development</b> Feb 2015 - Jun 2015   Motekforce Link My work included mostly programming responsibilities 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.</p>		