Steve Boeters
Game Producer

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STATEMENT

I have knowledge and experience in many aspects of game development. My education and work experience have provided me with a lot of diversity that help me being versatile and enable me to work well with people of many disciplines.

I care about helping people to become more productive by optimizing their work, processes and well-being.

EDUCATION

Bachelor of Science, International Game Architecture & Design
NHTV/Breda 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 relating to games. For a number of school projects I have also served as the project lead.

EXPERIENCE

Software Engineer / Project Manager
Feb 2016 - Now | CleVR
Managing projects with VR that are used for research and treatment in health care. I have been involved in all production stages of various projects in many roles.

My position has gradually changed from implementation and integration work to more management. Responsibilities include keeping track of the schedule, the communication with internal and external parties and to ensure the results exceed expectations.

Graduation Project - Microbes in Unity
Aug 2015 - Jan 2016 | Motekforce Link
Graduation project at Motekforce Link for which I converted one of their games from a custom engine 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 a client and I re-iterated upon the project based on their feedback.

Intern Application Development
Feb 2015 - Jun 2015 | Motekforce Link
Programming and game design of games for specialized hardware that help with balance and movement disorders. These games were made with their node-based engine that includes support for Lua scripting.

PROFESSIONAL SKILLS

Software
Microsoft Office
Unity
JIRA
Confluence
Git
Photoshop

Languages
Dutch (natively)
English (fluently)

Certifications

PERSONAL

Hobbies
Reading
Movies/Shows
Cooking
Videogames
Boardgames
Photography

Interests
Media
Science
Game Development
Computer Hardware
Display Technology

Traits
Organized
Eager to learn
Driven
Helpful
Responsible