

# Steve Boeters

## Game Producer

contact@steveboeters.nl | 05-06-1993 | www.steveboeters.nl | Voorburg, The Netherlands

### 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 a 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 work. Responsibilities include keeping track of the schedule, the communication with internal and external parties and the delivery projects according to 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**

MS Office  
Unity  
JIRA  
Confluence  
Git  
Photoshop

#### **Languages**

Dutch (natively)  
English (fluently)

#### **Certifications**



### PERSONAL

#### **Hobbies**

Reading  
Movies/Series  
Videogames  
Boardgames  
Photography

#### **Interests**

Media  
Science  
Game Development  
Computer Hardware  
Display Technology

#### **Traits**

Organized  
Eager to learn  
Driven  
Helpful  
Responsible