

# Steve Boeters

*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 the project lead.

## EXPERIENCE

### **Producer / 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.

Responsibilities included keeping track of the schedule, communicating with internal and external parties and to ensure that all the work that is done is of high quality.

### **Application Developer**

Feb 2015 - Jan 2016 | Motekforce Link

Two internships and temporary employment. Worked with a custom engine and Unity on various projects. I was responsible for game design and programming. During my employment I was responsible for creating a project for a client.

## 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