# STEVE BOETERS

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## WORK EXPERIENCE

### AVALANCHE STUDIO GROUP
**PRODUCER CENTRAL TECH | May 2020 – Present**
- Line management for the internal tools team of 10+ developers. Maintaining above company average scores in leadership reported by direct reports with very positive impressions.
- Project management for internal tools projects. Responsibilities include managing headcount, facilitating communication, improving ways of working, status tracking and removing impediments.
- Driving improvements to increase release cadence from engine to game projects on own initiative. Improved delivery from a minimum of +3 months to a regular cadence of every two weeks.
- Presented various production and development-related topics to the project management craft and wider company on topics such as Lean software development to increase knowledge sharing.

### CLEVR B.V.
**PROJECT MANAGER | Dec 2019 - May 2020**
Expended previous managing responsibilities to become my main responsibilities.
- Act as point of contact with clients to gather requirements, feedback and handle support.
- Set up iterative processes for development for frequent builds that can be tested with clients
- Control scope to deliver best results with our products within the available budget

**SOFTWARE ENGINEER | Apr 2016 - Dec 2019**
- Working in the Unity game engine with C# to develop realtime VR applications
- Leading role in projects through handling contact with clients and managing scope

### MOTEK MEDICAL
**INTERNSHIP / ASSISTANT APPLICATION DEVELOPER | Feb 2015 - Feb 2016**
- Added features and fixed issues for multiple games benefiting physical rehabilitation
- Developed balancing game in proprietary engine for Northeastern University
- As a proof of concept, remade the game Microbes from their D-Flow engine into the Unity game engine to demonstrate compatibility with their custom hardware.

## EDUCATION

### BREDA UNIVERSITY OF APPLIED SCIENCES
**INTERNATIONAL GAME ARCHITECTURE & DESIGN | 2010 - 2016**
Bachelor of Science in programming. Completed the Indie Game Development study track that included additional disciplines such as game design, art and business development.

## PROFICIENCIES

**CERTIFICATIONS** - Professional Scrum Master I & II

**SKILLS** - Agile, Lean, Scrum, Game Development, Leadership, Line Management, Project Management

**LANGUAGES** - Dutch, English

**INTERESTS** - Photography, cooking, pole dancing, reading, hiking, boardgames, movies and series