

STEVE BOETERS

steveboeters@gmail.com | 05-06-1993 | Stockholm, Sweden

WORK EXPERIENCE

ARROWHEAD GAME STUDIOS

TECH MANAGER | Aug 2025 – Dec 2025

- People manager for all developers in the tools and backend teams
- Recruitment and onboarding of new team members
- Coaching and mentoring to support the teams and developers growth
- Prepare and conduct performance reviews
- Set and follow-up on development plans
- Identify and address issues that impact team health and productivity

AVALANCHE STUDIO GROUP

PRODUCER CENTRAL TECH | May 2020 – Aug 2025

- 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.
- Work environment representative for the Stockholm office

CLEVR B.V.

PROJECT MANAGER | Dec 2019 - May 2020

Expanded 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

- 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 - Project Management Professional (PMP), Professional Scrum Master I & II, ICAgile Certified Professional

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

LANGUAGES – Dutch (Native), English (Fluent), Swedish (Basic)