

# BOY VOESTEN

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## Contact Information

· Business e-mail : [boyvoesten@gmail.com](mailto:boyvoesten@gmail.com)

## Personal Information

· Date of Birth : 09/12/1997 (mm/dd/yyyy)

· Citizenship : The Netherlands

· Gender : Male

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## COMPUTER SKILLS

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### Programming / Scripting Languages

- C#
- Typescript
- PHP
- HTML5 (using Phaser)
- CSS
- Actionscript 3.0

### Skills

- At least basic knowledge of all the languages listed above.
- I know my way around in Unity3D, Xcode 9, Adobe Flash, Source SDK and a little in Unreal Engine 4.
- Familiar with applications such as Excel, Word, PowerPoint, Adobe Photoshop, Adobe Illustrator, Adobe After effects, Grunt, Git Bash, Node.js and Microsoft Visual Studio.
- Experience working on both Mac and Windows systems creating software for the iOS, Android and Windows platforms.

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## EXPERIENCE

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2017 – 2017

### **Game Programmer**, *Alterego Games*

(3 months)

- With my place at a key position of the team, I worked on several applications in close cooperation with other companies and colleagues to deliver games on tablet and pc for both the education and simulation target audiences.

2016 – 2017

### **Junior Game Programmer**, *Lipa Learning*

(11 months)

- During my second 6-month internship phase and extended employment, I located myself in Czech Republic where I worked on recreating one of their oldest games. Turning the Cocos2D product into a more feature heavy and optimized Unity product. After the internship, I continued as a freelancer to make sure the project was transfer-friendly so other developers could easily catch up with the documented code and finish the product.

- 2016 – 2016  
(8 months)      **Junior Game Developer, OrangeGames**
- During my 6-month internship and extended employment, I worked on multiple different applications, ranging from small promotion apps up to their newer and bigger IPs. I mainly used Unity and C#.
- 2014 – 2015  
(4 months)      **Environment Artist, Narcoleptic Studios**
- We worked in a small team, I was one of the few Environment Artists for the game Phobia which was being created in Unreal Engine 4. Sadly, it never made it through the production phase.

## EDUCATION

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- 2013 – 2017      MBO Niveau 4 Game Development, *Mediacollege Amsterdam*
- 2009 – 2013      VMBO TL, *Wellantcollege Oegstgeest*

## ABOUT ME

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### Interests

- Game Programming
- Game Design
- Level Design
- Video Visual Effects.

### Hobby's

- Programming
- Gaming
- Drawing
- Video Editing and Visual Effects
- Creating YouTube and Twitch content