



Maiko Steeman

Game Programmer

EDUCATION

Breda University of Applied Sciences (BUAS). formerly NHTV - International Game Architecture and Design (IGAD) –

Bachelor Creative Media and Game Technologies | 2017 To (Expected 2021)

My main education which gave me most of my technical knowledge. And learned most about creating and working with engines and writing low level code. Both in Software Architecture and Graphics API's (DX12, GNM).

University of the Arts Utrecht (HKU) - Games and Interaction –

Bachelor Creative Media and Game Technologies | 2016 To 2017

PROPEDEUSE

I studied and completed 1 year at the HKU; it gave me valuable experience in various topics outside of the purely technical skills.

Gerrit Rietveld College | 2011 To 2016

HAVO Diploma (High school diploma)

+ **TECHNIASIUM** ("Onderzoek & Ontwerpen")

WORK EXPERIENCE

- *Developing & Teaching Introductory C# Course.*

Buas | 2018 & 2019

The course was targeting Design & Art Students of all years.

After the first year of the course we decided that we needed more of a "gamification" and developed a "Quest system" for assignments. So students could learn at their own pace and keep motivation for longer. We based it on multiple research papers ([P1](#), [P2](#), [P3](#)).

- *Volunteer for the White Nights '20 conference*

Amsterdam | January 2020

- *Volunteer for VR expo booth at 'Vakantiebeurs'*

Utrecht | January 2018

- **ASSISTANT GOALKEEPER TRAINER**

FC de Bilt | 2014

SKILLS

Low level languages:

C++, Rust

Scripting:

C#, Python, Lua, JavaScript

Graphics API's/Shader languages: **DX12, GNM, OpenGL, HLSL, PSSL, GLSL**

Engines:

Unreal Engine 4, Unity 3d, Custom Engine (PS4)

Platforms:

Windows, PlayStation 4, Linux (Raspberry pi)

Tools:

Razor for PS4™, Pix, Perforce, Git

TECHNICAL EXPERIENCE

A very short overview of my best projects:

- Reptoads: **Cross platform(Win, PS4) online scriptable(Lua) card game** in a **Custom Engine**
- VRTower: **VR game** made in **Unity** with **non-Euclidian spaces**.

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📍 *Breda, Netherlands*

PROFILE

I am a passionate game programmer well versed in many programming languages. For my projects I have mostly used C++ and C#.

I want to become a game engine programmer which is why I am focusing on backend systems and the low-level languages.

I am a team player. I am comfortable in teams and have worked in multiple teams of >20 people.

I always try to learn new things, whether that is new engines, languages or techniques. I went to multiple C++ conferences to learn more about the language.

Languages

Dutch (native)

English (fluent)

HOBBIES

GAMES

PROGRAMMING

FOOTBALL

TENNIS

SNOWBOARDING