Steven
Morcus

Game Developer

System Programmer

CONTACT

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INSPIRATION

Square Enix

Growing up, Square Enix games like Final Fantasy X, NieR, and others served as my main source of inspiration for pursuing game development.

EDUCATION

MBO 4, Game Development
2019 - 2022
Deltion, Zwolle

VMBO - TL, Tech
2008 - 2012
Rietlanden, Lelystad

Various other studies including:
Media Design, Social Work, ICT
2013 - 2016

SKILLS

C#
- Object Orientated Programming
- System Programming
- Scriptable Objects (Modular Logic)

Unity 3D
- Clean workspace
- Prefabs (Modular Logic)

Project Management
- Leadership
- Communication
- Problem Solving
- Analytical

GIT
- Branch structure
- GitHub
- SourceTree

WORK EXPERIENCE

Lead Game Developer - Full time   2023 May - 2023 Okt

NxtGen+

My role at NxtGen+ was that of Lead Developer, where I ensured the project ran smoothly and acted as the liaison for the development team. My responsibilities included materializing the company's creative vision.

We developed an application in Unity 3D that demonstrated how learning can be integrated into gaming. This prototype served as a representation of the company's vision. We integrated this prototype into multiple applications and continually updated and improved the overall product after thorough testing.

AR Development Intern - Full time   2021 Nov - 2022 Feb

GoSpooky

At GoSpooky, I had the opportunity to work on various projects that utilized Unity3D or Lens Studio. I collaborated with Dave Lenz on multiple projects, learning how an idea can transform from a creative concept to a final product. My time there was primarily focused on the inner workings of a commercial company, collaborating with industry giants such as JBL and Snapchat.

Creative Developer- Full time   2021 Nov - 2022 Feb

Orb Amsterdam

During my time at Orb Amsterdam, I was involved in various projects, such as Fear of Spiders, Fear of Heights, and A Loch Game. The majority of these projects were developed using Unity3D and AR tools. Interestingly, the Loch game started with my prototype, which was eventually used to create the final product.

Working on multiple projects simultaneously helped me grow and improved my ability to manage a smaller business. I was also responsible for playtesting, updating, and adding new features to the applications. Overall, it was a fruitful experience that taught me valuable lessons.

Poule Captain DtD Sales   2017 Dec - 2019 Apr

Sales Unit Almere

During my tenure at the Sales Unit Almere, I had the chance to develop leadership skills while teaching new employees how to navigate daily tasks. Collaborating with the office team enabled me to learn valuable tips and tricks that aided in managing the team effectively.
Previously, I engaged in door-to-door sales for several charitable organizations, including KiKa, Wilde Ganzen, Make-A-Wish, and even a lottery called "Lot of Happiness." Subsequently, I decided to pursue my passion for game development and enrolled in a course of study in Zwolle.

REFERENCES

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