Quill Verhoeven

Game Producer



- - Preda, Netherlands
 - quillverhoeven.com

Profile

Enthusiastic producer with a development background. Passionate about supporting teams to deliver milestones and overcome obstacles.

Canguages

Dutch

English

German

Interests

- Hobbyist Indie Game Development
- Adaptive Audio
- Board Games

Professional Experience

Junior Producer (Full-time)

realworld one

Nov 2022 - Apr 2023 | Remote Position

At realworld one I provided production support to content development teams creating instructional VR experiences for several key industries. I was responsible for up to five projects simultaneously at different stages of development, ensuring successful delivery within quality, time and budget constraints.

Education

Bachelor Creative Media and Game Technologies

Breda University of Applied Sciences

Sep 2017 - Jun 2022 | Breda, The Netherlands



Projects

Zeiss Application Lab

Showcase/Instructional VR Experience for Zeiss Microscopy

Dec 2022 - Apr 2023

Supporting the project through all stages of development, including work breakdown & estimation, budgeting, creating roadmaps & milestones, and coordinating day-to-day production using SCRUM.

Bewildered

Combat-Adventure Game

Nov 2021 - Jan 2022

Supporting the team through the pre-production stage. Addressing issues with vision alignment and long-term project planning.

Dunestrider

Adventure-Strategy Game

Aug 2021 - Nov 2021

Implementing the project management foundations and supporting the team through the concepting process. Preparing the project for pre-production.

Spellbound Spire

Non-euclidian Roomscale VR Adventure (University Project)

Mar 2020 - Jul 2020

Coordinating VR audio development with other disciplines and creating and implementing audio assets through production and post-production.



Skills

JIRA

Trello

Confluence

Office

Google Suite

Tool Creation in UML/Miro

UE4 (Blueprint)

Unity

Perforce



Certificates

PSM1 Certificate *⊘* (scrum.org)