

Shane Breedveld

Education and Qualifications

Creative Media and Game Technologies

Sep 2019 - Jul 2023

Breda University of Applied Sciences, Breda

Currently studying at the BUAS where I've been focusing on becoming a Games Producer within all the projects and assignments that I have been given.

Swedish Language

Sep 2013 - May 2017

CUL Hudiksvall, Hudiksvall

After moving to Sweden I followed the normal trajectory for immigrants, learning Swedish for Immigrants, Swedish as a second language but then also moving on to learn Swedish 1,2, and 3. As this was a requirement for any further education at a bachelor's level. Studying the language extensively has made me fluent in speech and writing.

Work experience

Producer - Student Game: A.R.D. (Alien Removal Division)

Sep 2021 - Jul 2022

Breda University of Applied Sciences, Breda

Being a full-time producer on this project I was tasked with facilitating the team throughout a year-long project. (For more information see my portfolio: www.shanebreedveld.com)

Responsibilities within the project:

- Agile Project Management and Resource Planning and Management.
- Risk Management and deployment of countermeasures.
- Creating High Level and Short Term Plannings.
- Sprint Planning and Retrospectives.
- Tracking and improving Project Velocity.
- Being the Vision Holder ensuring overall team alignment and coherence.
- Personal Management through 1-on-1 meetings and micromanagement of team health during COVID-19-

Producer - Gob: A Tale of Greed

Aug 2020 - Mar 2022

Urcham Entertainment, Breda

Being both the Producer, Creative Director, and Company Owner this project was extremely challenging and valuable to my learning. (For more information see my portfolio: www.shanebreedveld.com)

Responsibilities:

- Being the Vision Holder for the Project, creating the Project Brief and the Core Concept of the game.
- Managing our Kanban processes within JIRA for short-term planning.
- Risk Identification and creation of countermeasure plans.
- Creating a High-level planning and managing dependencies.
- Setting up Budget and Scope plans, managing the team's finances, and creatively handling our limited finances.
- Ownership of the Narrative as well as managing and steering creative decisions in line with the Core Concept.

Producer - Student Game: Sugar Blast

Nov 2020 - Jul 2021

Breda University of Applied Sciences, Breda

Working on this project I had a hybrid role being a Producer as well as a Level Designer thus having a wide array of responsibilities. (For more information see my portfolio: www.shanebreedveld.com)

Responsibilities:

- Scope management through velocity analytics. Setting Deadlines and tracking Key Deliverables.
- Being a Scrum Master within the team and managing the project Backlog, onboarding the team on the usage of JIRA.
- Communicating with Stakeholders through Build Reports and S.W.O.T. analysis of our product.



Personal

Name

Shane Breedveld

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Email

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Date of birth

23-04-1995

Nationality

Dutch

Website

<https://www.shanebreedveld.com/>

LinkedIn

<https://www.linkedin.com/in/shanebreedveld-119434201/>

Skills

JIRA (Atlassian) Experienced

Project Management Experienced

Mircosoft Excell Experienced

Microsoft Powerpoint Experienced

UE4 Skillful

C# Intermediate

Languages

Dutch Native

English Fluent

Swedish Fluent

Norwegian Intermediate

Danish Beginner

Interests

Game Development

Project Management

Basketball

Football/Soccer

Gardening

Gymming

- Hosting Sprint Retrospectives and Planning, being responsible for the Scrum Process within the team.
- Pro-active personal management and 1-on-1 combined with Risk Management to identify problems early on.

Producer - Student Game: Night Shift

Apr 2020 - Jul 2020

Breda University of Applied Sciences, Breda

This was my first project in which I took on a hybrid role of Producer and Level Designer. (For more information see my portfolio: www.shanebreedveld.com)

Responsibilities:

- Being a Scrum Master, hosting standups Sprint Planning and Retrospectives. Teaching the team SCRUM and Trello.
- Pro-active Risk Management, maintaining a Risk Log, and creating and employing countermeasures.
- Having 1-on-1's within the team to optimize team health and motivation.
- Structure the Playtesting, Audio, and Art pipelines by creating facilitative documents and setting up structural meetings for quicker and higher quality iterations.
- Designing the Core Gameplay Loop and iteratively designing the game's open-world based on playtest data.