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Rutger van Teutem

Game Designer and Producer

About

Passionate game designer and producer with an extreme love for cinematic narrative-based games. With several years of experience in the industry and a wide set of skills I can be great asset to any team.

Website & Social

[Portfolio](#)

[LinkedIn](#)

Skills

Project Management	● ● ● ● ●
Game Design	● ● ● ● ●
Unreal	● ● ● ● ●
Unity	● ● ● ● ●
Blender	● ● ● ● ●
Photoshop	● ● ● ● ●
Illustrator	● ● ● ● ●
C#	● ● ● ● ●
Python	● ● ● ● ●
C++	● ● ● ● ●
Linux	● ● ● ● ●

Languages

Dutch	● ● ● ● ●
English	● ● ● ● ●

Education

Game Design

HKU
Utrecht

Sep 2020 - Present

Application and Media Development

ICT Academie Utrecht
Utrecht

Sep 2013 - Jul 2017

Finished with Game Developer specialization

Work experience

Game Developer

Feb 2018 - Jun 2018

HvA
Amsterdam

Tasks: Building an app that helps with the contact between care providers and patients. Both in making it easier for the care provider and more fun for the patients. The concept was that a game could be the front end to the interaction so the patient doesn't feel like they're talking to a doctor.

Technologies Used: Cordova, Javascript, MySQL, HTML, HTML5 Canvas, CSS

Game Developer

Feb 2018 - Jun 2018

Fourcelabs
Amsterdam

Tasks: Building a prototype for a tool that helps in the designing of card games. The tool can make decks, simulate gameplay and is designed to be a rapid prototype development tool for card based games.

Technologies Used: Python, Tkinter(tcl/TK)

Unity VR/AR Workshops

2017 - 2018

TU/e
Eindhoven

Tasks: On 3 different days in 2017 and 2018 I gave Unity workshops to the first year students of the TU/e. These were introductions to Unity and how to do VR/AR in Unity using the Google Cardboard SDK and Vuforia.

Technologies Used: Unity, C#, Google Cardboard SDK.

Development lead

Sep 2016 - Sep 2017

VR research project
TU/e

Tasks: As the lead programmer on this project I built all interactions, shaders, etc. We used SCRUM for project management. The game is about the Fukushima disaster and the consequences it had for the locals. The game focuses on an elderly milk farmer who lost everything and can never return to his farm. The game is Mixed Reality and uses a combination of a Vive and an arduino that can control various physical elements about the play area(e.g. wind, heat, etc.). We started this project in Unity but due to issues with the VRTK toolkit which at that point was still in its infancy we eventually moved to the Unreal Engine.

Technologies Used: Unity, C#, Perforce, Unreal Engine 4, C++, Arduino

Website: <http://www.permanentgame.com/> (Currently down please use:

<https://web.archive.org/web/20180826140614/http://permanentgame.com/>)

Paper: <https://research.hva.nl/en/publications/the-curious-case-of-the-transdiegetic-cow-or-a-mission-to-foster>