

Patrick van den Bosch

Game Producer



I am an ambitious problem solver with a drive for excellence, good team building skills and fluent in several languages. I am currently looking to apply these skills in an internship in **Video Game Production** from March to September 2023.



WORK EXPERIENCE

June 2021

I.T. User Support Assistant

Assisting users with issues, installing computers and creating a system for Hot Desking. (Krohne SAS)

August 2020

Human Resources Associate

Assisted the members of the Human Resources department with the digitalisation of confidential documents. (Krohne SAS)

August 2019

Quality Assurance

Creation and delivery of product quality certificates. (Krohne SAS)



TECHNICAL SKILLS



Click Up



Office



InDesign



Photoshop



C Sharp



GitHub



Unity



Unreal



LANGUAGES

English Native

German Elementary

French Bilingual

Dutch Elementary



EDUCATION

2022- 2024

Grenoble Ecole De Management

MSc Management in International Business

2019- 2022

Bellecour Ecole

Bachelor in Game Design



PROJECTS

Learn more about these projects and more on my [portfolio](#)

Phase 86

Project Manager

Manage workloads for team of 11 students. Ensure everybody always had something to do and that development advanced smoothly.

Undergrind

Project Manager

My job was to manage communication with the external artists. And keep track of project advancement.



HOBBIES



Badminton



Swimming



Action Adventure games

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