# Max van Steen

## Product builder

github.com/maxvansteen

varakastudios.org

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## Experience

### Product Lead                2022.5 - Present

Building 4 GenAI applications with a team of 2 product managers, a product designer, 3 data scientists, 10 engineers and 2 QA engineers

Developing and designing a learning platform with unique peer learning functionality and data offering

### Software Developer        2017.07 - 2022

Learning to code from scratch, bootcamping my way into my first job

Working on various applications across industries, most of my development experience is in Python and React

### Art & 3D Modelling        2020 - Present

Started drawing during the pandemic, and loving pencil drawing and charcoal ever since. Most interested in portrait drawing from life.

At the beginning of exploring 3D modelling in blender to create my first game in Unity

### Extracurricular            2019 - 2019

Degree in Art Crime at the Association for Research of Crimes against Art (ARCA)

## Education

2014-2015

Cambridge University

MPhil Philosophy

2011-2014

Maastricht University

BA Liberal Arts & Sciences

## Skills

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|---|---|
| Product Development | R&D |
| AI first applications | Python |
| Mobile App creation | Agile Methodology |
| UX Design | Data analysis |
| Creative thinking | Innovation |

## Tools

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|---|---|
| VS Code | Jira |
| Blender | Unity |
| Figma | Charcoal |
| Miro | Docker |
| Pencil | Basecamp |