


TOM BAAS


TECHNICAL GAME DESIGNER


ABOUT ME


Technical Game Design Professional with a passion for creating advanced game systems that allow for limitless player enjoyment and exploration. I'm action-oriented and solve problems without delay.

I have a personal interest in the creation of player mechanics and I am able to facilitate this with experience surrounding technical game design, scripting, rapid prototyping, animation and rigging.

 15-12-1999

 tom.baas@live.nl

 tom-baas.nl

 linkedin.com/in/tom-f-baas/

ACADEMIC HISTORY

Creative Media and Game Technologies B. Sc

Aug. 2021 - Jun. 2025

- Breda University of Applied Sciences
- Design And Production Track

Film and Audiovisual Media

Aug. 2019 - Jun. 2020

- Dutch Filmers Academy

Arts And Economics

Aug. 2018 - Jun. 2019

- University of Arts Utrecht

SKILLSET

Experienced

- Game design & processes
- Unreal Engine
 - Blueprint visual scripting.
- Rapid prototyping
- Design documentation
- Public speaking
- Jira
- Perforce

Intermediate

- Blender
 - 3D animation
 - 3D modelling
 - Character rigging
- Godot Engine
 - Scripting

EXPERIENCE

Atan

Aug. 2023 - Jul. 2024

Technical Game Designer, Team Lead

University Project

- Designed and built player mechanics such as a Bow and Arrow, Climbing stamina and leaping.
- Lead a team of 35~ developers.
- Designed and built the Camera system.
- Created all functionality on an existing C++ character backend.

Grappletoads

Aug. 2023 - Present

Technical Game Designer

Personal Project

- Creating a skill-based and mobile movement system using two grappling hooks.
- Developing advanced ranged and melee enemy AI.

Viking Hiking

Apr. 2023 - Jun. 2023

Technical Game Designer

University Project

Published on Steam with "very positive" reviews

- Developed a platforming character and movement system.
- Created a modular jump system and multiple good-feeling jumping mechanics.
- Implemented a smooth walking system.
- Crafted a responsive ledge-climb.
- Built the character animation functionality.

Souls-like Character Controller









Nov. 2022 - Jan. 2023

Technical Game Designer

University Project

- Constructed a character controller in the likeness of Dark Souls.
- Created a system for actions and attacks using root motion and animation notifies.
- Animated, rigged and modelled the entire character controller and their actions & attacks.

If you want to read more about my projects I recommend taking a look at my website.

ACHIEVEMENTS	EXTRA-CURRICULAR ACTIVITIES
 <p>Nomination Best Student Game October 4th, 2023 Dutch Game Awards</p>	<p>Student Representative Aug. 2023 - Jul. 2024</p> <ul style="list-style-type: none"> Breda University of Applied Sciences <p>Student Mentor Aug. 2022 - Sep. 2023</p> <ul style="list-style-type: none"> Breda University of Applied Sciences <p>Student Sounding Board Member Aug. 2022 - Apr. 2023</p> <ul style="list-style-type: none"> Breda University of Applied Sciences
LANGUAGES	
<p>Dutch Native</p> <p>English Fluent</p>	
INTERESTS	NON-INDUSTRY WORK EXPERIENCE
 <p>Games & board games</p>  <p>Personal game projects</p>  <p>Visiting art galleries</p>	<p>Pathé Cinema Tilburg Service Employee Aug. 2022 - Jul. 2024</p> <p>Filmtheater Hilversum Hilversum Film Operator Volunteer Aug. 2020 - Aug. 2021</p>
 <p>Game jams</p>  <p>Movies</p>	CALL TO ACTION
	<p>If you have any questions regarding my resume or want to chat design? Please feel free to reach out.</p> <p> tom.baas@live.nl</p> <p> linkedin.com/in/tom-f-baas/</p>