


# TOM BAAS


GAME DESIGNER


## ABOUT ME


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](http://tom-baas.nl)

 [linkedin.com/in/tom-f-baas/](https://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
- Ubisoft's Snowdrop
- Rapid prototyping
- Design documentation
- Public speaking
- Jira
- Perforce

### Intermediate

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

## EXPERIENCE

### Massive Entertainment - A Ubisoft Studio

Sep. 2024 - Present

Junior Game Design Intern

AAA, Internship

- Owner of a multitude of features, while learning Massive Entertainment's feature development pipeline.
- Shipped a DLC for Avatar: Frontiers of Pandora.
- Assisted 3C's development.
- Developed and implemented Haptics for Playstation 5 and Xbox Controllers.

### Atan

Aug. 2023 - Jul. 2024

Technical Game Designer, Team Lead

University Project

- Lead a team of 35~ developers.
- Created player mechanics on an existing C++ character backend.

### 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><b>Nomination Best Student Game</b> October 4th, 2023 Dutch Game Awards</p>	<p><b>Student Representative</b> <span style="float: right;">Aug. 2023 - Jul. 2024</span></p> <ul style="list-style-type: none"> <li>Breda University of Applied Sciences</li> </ul> <p><b>Student Mentor</b> <span style="float: right;">Aug. 2022 - Sep. 2023</span></p> <ul style="list-style-type: none"> <li>Breda University of Applied Sciences</li> </ul> <p><b>Student Sounding Board Member</b> <span style="float: right;">Aug. 2022 - Apr. 2023</span></p> <ul style="list-style-type: none"> <li>Breda University of Applied Sciences</li> </ul>
LANGUAGES	
<p><b>Dutch</b> Native</p> <p><b>English</b> Fluent</p>	
INTERESTS	NON-INDUSTRY WORK EXPERIENCE
 <p><b>Games &amp; board games</b></p>  <p><b>Personal game projects</b></p>  <p><b>Visiting art galleries</b></p>	<p><b>Pathé Cinema</b> <span style="float: right;">Tilburg</span> Service Employee <span style="float: right;">Aug. 2022 - Jul. 2024</span></p> <p><b>Filmtheater Hilversum</b> <span style="float: right;">Hilversum</span> Film Operator Volunteer <span style="float: right;">Aug. 2020 - Aug. 2021</span></p>
 <p><b>Game jams</b></p>  <p><b>Movies</b></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> <a href="mailto:tom.baas@live.nl">tom.baas@live.nl</a></p> <p> <a href="https://www.linkedin.com/in/tom-f-baas/">linkedin.com/in/tom-f-baas/</a></p>