TOM BAAS

GAME DESIGNER

ABOUT ME

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

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

📅 15-12-1999

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🌐 tom-baas.nl

in 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
- Unreal Engine Animation Suite
- 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   Jun. 2025 - Present
Junior Game Designer   AAA, Employment

- Owner of a multitude of features in the area of 3C's and player combat abilities.

Massive Entertainment - A Ubisoft Studio   Sep. 2024 - Jun. 2025
Junior Game Design Intern   AAA, Internship

- Received ownership of multiple features.
- Shipped a DLC for Avatar: Frontiers of Pandora, a first-person action-adventure FPS game.
- Assisted development of new player abilities and inputs.
- Developed and implemented haptics for Playstation 5 and Xbox controllers.

Atan   Aug. 2023 - Jul. 2024
Technical Game Designer, Team Lead   University Project

Published on Steam with "very positive" reviews (95% Positive)

- Lead a team of 35~ developers.
- Created player mechanics on an existing C++ character backend, such as a bow and arrow and a climbing jump.
- Designed and built the camera system.

Souls-like Character Controller   Nov. 2022 - Jan. 2023
Solo Developer   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

Longlist Nomination
Best Student Game
May 1st, 2025
BAFTA, British Academy Film Awards

Nomination
Best Student Game
October 4th, 2023
Dutch Game Awards

LANGUAGES

Dutch
Native

English
Fluent

DEVELOPMENT INTERESTS

Player Mechanics

Technical Animation

Procedural Systems

EXPERIENCE

Viking Hiking
Technical Game Designer

Apr. 2023 - Jun. 2023
University Project

Published on Steam with "very positive" reviews (87% Positive)

- Developed a platforming character and movement system.
- Created a modular jump system and multiple good-feeling jumping mechanics.
- Crafted a responsive ledge-climb.

Melee
Solo Developer

Jun. 2019 - Sep. 2022
Personal Project

- Created an advanced multiplayer true first-person melee attack system.
- Crafted a true first-person character controller with custom animations and animation systems.

EXTRA-CURRICULAR ACTIVITIES

Student Representative

Aug. 2023 - Jul. 2024

- Breda University of Applied Sciences

Student Mentor

Aug. 2022 - Sep. 2023

- Breda University of Applied Sciences

Student Sounding Board Member

Aug. 2022 - Apr. 2023

- Breda University of Applied Sciences

NON-INDUSTRY WORK EXPERIENCE

Pathé Cinema
Service Employee

Tilburg
Aug. 2022 - Jul. 2024

Filmtheater Hilversum
Film Operator Volunteer

Hilversum
Aug. 2020 - Aug. 2021

CALL TO ACTION

If you have any questions regarding my resume or want to chat design? Please feel free to reach out.

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