


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.

In my spare time, I enjoy working on game projects and aim to further develop my understanding of game development as a creative endeavour. I am always attempting to push the boundaries of my current skillset and see myself as a craftsman of this profession.

 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
- Graduated with a 9.4 average.

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
- Jira
- Perforce

Intermediate

- Blender
 - 3D Animation
 - 3D Modelling
 - Character Rigging

Novice

- C++

EXPERIENCE

Massive Entertainment - A Ubisoft Studio

Intern → Junior Game Designer

Sep. 2024 - Present
AAA, Employment

- Owner of a multitude of features in the area of 3C's and player combat abilities not unlike weapons and throwables.
- Shipped a DLC for Avatar: Frontiers of Pandora, a first-person action-adventure FPS game.

Grappling Hook Roguelite

Solo Developer

Jul. 2023 - Present
Personal Project

- Created an advanced grappling hook movement system in the likeness of Attack On Titan.
- Developed a random level generation system using "Modules" similar to Spelunky.
- Currently in the process of programming my own 3D AI pathfinding solution in C++.

Atan

Technical Game Designer, Project Lead

Aug. 2023 - Jul. 2024
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

Solo Developer

Nov. 2022 - Jan. 2023
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		EXPERIENCE	
<div><div></div><div>BAFTA WIN Best Student Game Jun 16th, 2025 British Academy Film Awards</div></div> <div><div></div><div>Nomination Best Student Game October 4th, 2023 Dutch Game Awards</div></div>		<div><div>Viking Hiking</div><div>Apr. 2023 - Jun. 2023 University Project</div><div>Technical Game Designer</div><div><i>Published on Steam with "very positive" reviews (87% Positive)</i></div><div><ul style="list-style-type: none">Developed a platforming character and movement system.Created a modular jump system and multiple good-feeling jumping mechanics.Crafted a responsive ledge-climb.</div></div> <div><div>Melee</div><div>Jun. 2019 - Sep. 2022 Personal Project</div><div>Solo Developer</div><div><ul style="list-style-type: none">Created an advanced multiplayer true first-person melee attack system.Crafted a true first-person character controller with custom animations and animation systems.</div></div>	
LANGUAGES		EXTRA-CURRICULAR ACTIVITIES	
<div><div>Dutch Native</div><div>English Fluent</div></div>			
DEVELOPMENT INTERESTS		<div><div>Student Representative</div><div>Aug. 2023 - Jul. 2024</div><div><ul style="list-style-type: none">Breda University of Applied Sciences</div></div> <div><div>Student Mentor</div><div>Aug. 2022 - Sep. 2023</div><div><ul style="list-style-type: none">Breda University of Applied Sciences</div></div> <div><div>Student Sounding Board Member</div><div>Aug. 2022 - Apr. 2023</div><div><ul style="list-style-type: none">Breda University of Applied Sciences</div></div>	
<th colspan="2">CALL TO ACTION</th>		CALL TO ACTION	
		<div><p>If you have any questions regarding my resume or want to chat design? Please feel free to reach out.</p><div><div></div><div>tom.baas@live.nl</div></div><div><div></div><div>linkedin.com/in/tom-f-baas/</div></div></div>	
<div><div></div><div>Player Mechanics</div></div> <div><div></div><div>Technical Animation</div></div> <div><div></div><div>Procedural Systems</div></div>			