


# 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

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