TOM BAAS

GAME DESIGNER

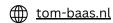
ABOUT ME

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.

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tom.baas@live.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
- 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
 - o 3D Animation
 - o 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

Aug. 2023 - Jul. 2024 University Project

Technical Game Designer, Project Lead

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 University Project

Solo Developer

- 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 Viking Hiking Apr. 2023 - Jun. 2023 **BAFTA WIN** University Project **Best Student Game** Technical Game Designer Jun 16th, 2025 Published on Steam with "very positive" reviews (87% Positive) British Academy Film Awards • Developed a platforming character and movement system. **Nomination** Created a modular jump system and multiple good-feeling **Best Student Game** jumping mechanics. October 4th, 2023 • Crafted a responsive ledge-climb. **Dutch Game Awards** Jun. 2019 - Sep. 2022 Melee Personal Project **LANGUAGES** Solo Developer • Created an advanced multiplayer true first-person melee **Dutch** attack system. • Crafted a true first-person character controller with custom Native animations and animation systems. **English** Fluent **EXTRA-CURRICULAR ACTIVITIES DEVELOPMENT INTERESTS Student Representative** Aug. 2023 - Jul. 2024 • Breda University of Applied Sciences **Player Mechanics** Aug. 2022 - Sep. 2023 **Student Mentor** • Breda University of Applied Sciences C++ For unreal **Student Sounding Board Member** Aug. 2022 - Apr. 2023 • Breda University of Applied Sciences **Procedural Systems CALL TO ACTION**

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

🔽 tom.baas@live.nl

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