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

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
- Godot
- Ubisoft's Snowdrop
- Rapid prototyping
- Design documentation
- Perforce

Intermediate

- GDscript
- Blender
  - 3D Animation
  - Character Rigging

Novice

- C++
- Networking

EXPERIENCE

Massive Entertainment - A Ubisoft Studio

Sep. 2024 - Jan. 2026
AAA, Employment

Intern → Junior Game Designer

- Shipped an expansion called From The Ashes on Avatar: Frontiers of Pandora. Also shipped a DLC during my time as an intern.
- Contributed to Avatar: Frontiers of Pandora, From The Ashes from pre-production to shipping.
- Performed the role of feature owner for multiple new and old features.
- Designed and implemented a new pickup weapon called the heavy machinegun.
- Overhauled throwing mechanics and designed, and prototyped three new grenade types
- Supported in the development of the new third-person perspective.

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

BAFTA WIN
Best Student Game
Jun 16th, 2025
British Academy Film Awards

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

LANGUAGES

Dutch
Native

English
Fluent

DEVELOPMENT INTERESTS

Player Mechanics

GDScript

Multiplayer

EXPERIENCE

Grappling Hook Roguelite
Solo Developer

Jul. 2023 - May. 2025
Personal Project

- Created an advanced grappling hook movement system in the likeness of Attack On Titan.
- Developed a 3D level generation system using handcrafted "Modules"
- Wrote a C++ 3D pathfinding solution using octrees.

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.

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

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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