

## Personal Information

Name: Bas de Reus

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Portfolio: <https://www.bas-de-reus.nl>

Github: <https://github.com/bas-boop>

## Hard skills



## Soft skills

- Agile
- Scrum
- Teamwork
- Communication

## Languages

Dutch – Native speaker

English – Good in both speaking and writing

## Who am I?

I want to create games because I want to give others the enjoyment I got from games. This is why I am a gameplay programmer. I enjoy working on gameplay features. I have the most experience with **Unity and C#**, which can be found on [this page](#). Additionally, I like taking the lead in the project, which I have often done in the role of a **lead developer** and **scrum master**.

## Work Experiences

**InControl** 2023 September – 2024 February - *Intern software developer*

I have worked on the engine of various simulation software that we offer. I have also focused on improving the **Routing DLL** of Pedestrian Dynamics.

**XR-Lab** 2023 February – 2023 July - *Intern VR game developer & scrummaster*

I worked on 2 projects using an agile work method. [“Kara-oké”](#) is a VR karaoke game commissioned by AVROTROS. I also worked on [AR Gpal](#), where we had to translate the customer's app/webapp to AR.

**Neon Origins** 2022 May – 2023 February - *Game developer*

Here, I worked on a 2.5D Metroidvania game, focusing mainly on **gameplay** and how it plays. I also did some **game design**. I worked on **refactoring and rebuilding** many [player movement](#) options. I made improvements to the [custom physics system](#). Additionally, I worked on a [pick-up system](#).

**New York Pizza** 2021 – present - *Shift manager & pizza cook*

I am a master in preparing **delicious pizzas** and have a creative approach to toppings. Moreover, I am an **excellent leader** with organizational skills that create a **positive work environment** and bring out the best in the team. My dedication to **quality and customer satisfaction** is of great importance to me.

**Inmeba** 2019 January – 2020 June - *ICT specialist*

My task was to design digital nameplates for houses and apartments. I had to prepare them for printing and laser printing, and later, they were sent to the machine.

## Education

**HBO Bachelor of Creative Media and Game Technologies**

HKU 2024 – present

In training to look more artistically at game design and creation.

**MBO Software development/game developer**

Media College Amsterdam 2020 – 2024

Here, I learn to create agile games, mainly using Unity and C#. You can find my [portfolio](#) showcasing my work. Additionally, I also have classes in Dutch, English, and mathematics.