



BOAS-BAS VAN DER VEEN

Engine & Tools Programmer

ABOUT ME

I am a third-year Engine and Tools Programming student at Breda University of Applied Sciences, studying Creative Media and Game Technologies. I focus on engine and tools programming, with experience building a custom engine and developing tools for Unreal Engine. I have also worked on games in both Unreal Engine and Unity, contributing to gameplay and technical systems.

- +31 6 37089441
- boas.bas@gmail.com
- [boaz.baaz.github.io](https://github.com/boaz.baaz)
- [Boas-Bas van der Veen](https://www.linkedin.com/in/Boas-Bas-van-der-Veen/)

HARD SKILLS

Programming Languages
C++, C#, Python, CSS

Platforms
PC, Playstation 5

Game Engines
Unreal Engine, Unity, Custom Engine

Version Control
Perforce, GitHub

IDE
Visual Studio, Visual Studio Code, JetBrains Rider, CLion

Methodologies
Scrum

LANGUAGE

English Dutch

LEISURE ACTIVITIES

Gaming

I still play a lot of games, mostly Action RPGs, MMOs, Open-world games and Souls-likes.

Think of games like Breath of the Wild, Warframe, Final Fantasy XIV, Elden Ring and Valheim.

Exercise

I go to the gym between 3-4 times a week. Usually with my dad, little sister, or little brother. I also like taking evening walks.

EDUCATION

Bachelor of Science – Creative Media and Game Technologies Sep 2023 – Present

Breda University of Applied Sciences

Monseigneur Hopmansstraat 2, 4817 JS Breda, Netherlands

- At BUAS I learned how to work in a large production team with both programmers, designers and artists.
- I also developed my skill further in the direction of engine programming and tool development.

MBO Diploma – Game Developer

Sep 2019 – Aug 2023

Graphic Lyceum Utrecht

Vondellaan 178, 3521 GH Utrecht, Netherlands

- At GLU I learn the basics of programming games, I started using Unity and developed my C# skills.
- I also learned that the direction I want to develop myself further in is more technical.

EXPERIENCE

Simulatie Centrum | VBS Developer

Jan 2022 – Jan 2023

Koninklijke Landmacht (Dutch Royal Army)

Barchman Wuytierslaan 198, Amersfoort, Netherlands

- During my internship at the army I worked as a Virtual Battle Space developer, making training simulations for the military to train with.
- I also ran these training simulations together with the military personal, often operating the simulation a middleman between the personal and the simulation.

PROJECT OF NOTE

Zentera | Kudzu Game Engine

May 2025 – June 2025

Engine and Tools Developer

During the second year of my study at BUAS I had the privilege of working on the custom game engine, Kudzu. We used this to create a 3D voxel-based puzzle game called Zentera. For more information check our [itch.io](#) page.