



+31 6 37089441



boas.bas@gmail.com



[boaz.baaz.github.io](https://github.com/boaz.baaz)



[Boas-Bas van der Veen](#)

# 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.

### 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](https://itch.io) page.

### 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-like. 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.