

Personal Information

Name: Bas de Reus

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Date of Birth: 31 maart 2004

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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 – Excellent in both speaking and writing

English – Good in both speaking and writing

German – I understand in speech

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 **scrummaster**.

Work Experiences

[XR-Lab](#) 2023 February – 2023 July

Itern 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 GpaI](#), 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

Media college Amsterdam 2020 – present (2024)

Software development/game developer

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.