



Davy Baak

Technical Designer

Hello! My name is Davy Baak, a 22 year old game student. I am currently a 3rd Year studying at Breda University of Applied Sciences and planning to graduate in 2024.

I specialize in technical design and have experience in both single and online multiplayer games.

Looking for an internship

Strengths

- Programming/Scripting
- Research
- Problem solving
- Learning new tools




Hobbies

- Motorsports
- History
- Playing pool
- Jigsaws

Language

- Dutch - Native
- English - Fluent

Contact

-  davybaak.com
-  Davy Baak
-  @Davy_VR46
-  davybaak@hotmail.com

Education

Bachelor of Science: Creative Media and Game Technologies

Breda University of Applied Sciences | 2020 – Present
-Expected Graduation 2024

Senior General Secondary Education

-Groene Hart Lyceum | 2012 – 2017

Projects

Technical Designer

Attic Panic | September 2022 – Present

- Design and creation of player camera
- Created Online multiplayer movement and shooting prototypes
- Early concepting and ideation

Technical Designer

Cry of the Fox | April 2022 – July 2022

- Design Lead over a team of 7 Designers
- Creation of several gameplay systems core to the play experience
- Responsible for a large part of the QA and building
- Created early prototypes to serve as a benchmark during production

Technical Designer

Clock-o-Mancy | October 2021

- Created local co-op movement and camera systems
- Initial concepting and prototyping

Engines



Unreal
Engine 4/5



Unreal
Blueprints



Unity



C#



Godot



GD-Script