

# Bas Willem Kars

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## Skills

- Adaptable to different work environments
- Communicating both design and product
- Unreal Engine – 4 years
- Unity – 3 Years
- Roblox Studio – 1 Year

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## Experience

2024 – CURRENT

### Gameplay programmer / Madhouse Productions, remote

My job entails the designing, implementing and maintaining aspects of a 6 years old game to keep the community engaged and work on a future follow up release for the franchise.

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## Education

2022 – 2026(ESTIMATED)

### Design & Production / Breda University of Applied Sciences, Breda

The start of my professional career, as a project based education we made many projects seeing me in different roles such as UI/UX designer, System designer, 3Cs designer and Technical designer.

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## Projects

2024

### Pizzapocalypse / Technical designer

Responsible for the camera tool, controls and a bit of the character metrics. Worked on many different smaller aspects of the game like feedback, managing systems and bug fixes.

2023

### Codename M.O.T.H. / 3Cs designer

Responsible for the camera and controls, researched and validated with playtesting.