Tygo Haan

Game Developer | Bachelor of Science

✉ tygohaan@gmail.com 📞 +31 6 280 59 382 📍 Hengelo, OV 🔗 tygo-haan-883b08195

WORK EXPERIENCE

Stichting GameLab Oost

Intern, Programmer   April 2019 - November 2019

- Developed multiple minigames for an internal project designed to support clients in making informed game development decisions.

Extra Nice

Intern, Programmer   August 2020 - November 2021

- Designed and built levels using in-house tools for an existing project.
- Optimized and refined existing levels to improve performance and player experience.
- Revised and expanded the level creation guide to streamline onboarding for future interns.

Schouwburg Hengelo

Horeca Employee   July 2022 - Present

EDUCATION

ROC van Twente; Game Developer

Level 4 Vocational   2017 - 2021

Saxion University of Applied Sciences; Creative Media and Game Technologies

Bachelor of Science - 9/10   2021 - 2025

PROJECTS

Modular Puzzle Framework | Unreal Engine | Graduation Project ↗   February 2025 - July 2025

- Developed a modular Unreal Engine framework enabling non-technical designers to easily create escape-room style puzzles.

SKILLS

- Programming Languages: C#/C++, UE Blueprints
- Game Engines: Unity, Unreal Engine
- Detail Oriented
- Scalable Mindset
- Eager to Learn

LANGUAGE

Dutch Native

English Fluent