



TYGO HAAN

Game Developer

EDUCATION

2017 - 2021

**ROC VAN TWENTE; GAME
DEVELOPER**

LEVEL 4 VOCATIONAL

2021 - 2025

**SAXION UNIVERSITY OF APPLIED
SCIENCES; CREATIVE MEDIA AND
GAME TECHNOLOGIES (ENGINEER)**

BACHELOR OF SCIENCE

SKILLS

- C#
- C++
- Unity
- Unreal Engine
- Detail Oriented
- Project Communication

LANGUAGES

- Dutch
- English

CONTACT

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✉ tygohaan@gmail.com

📍 Hengelo, OV

🌐 www.tygohaan.com

PROFILE INFO

Game Developer with a Bachelor's in Creative Media Engineering. Experienced in developing engaging games, collaborating on cross-functional projects, and bringing creative ideas to life. Passionate about creating immersive player experiences and delivering high-quality interactive content.

EXPERIENCE

- HORECA MEDEWERKER** July 2022 - Present
SCHOUWBURG HENGELO
- PROGRAMMING INTERN** August 2020 - February 2021
EXTRA NICE
 - 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.
- PROGRAMMING INTERN** April 2019 - November 2019
STHCTING GAMELAB OOST

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

ACHIEVEMENTS

- **Modular Puzzle Framework** February 2025 - July 2025
Developed a modular Unreal Engine plugin enabling non-technical designers to easily create escape-room style puzzles.