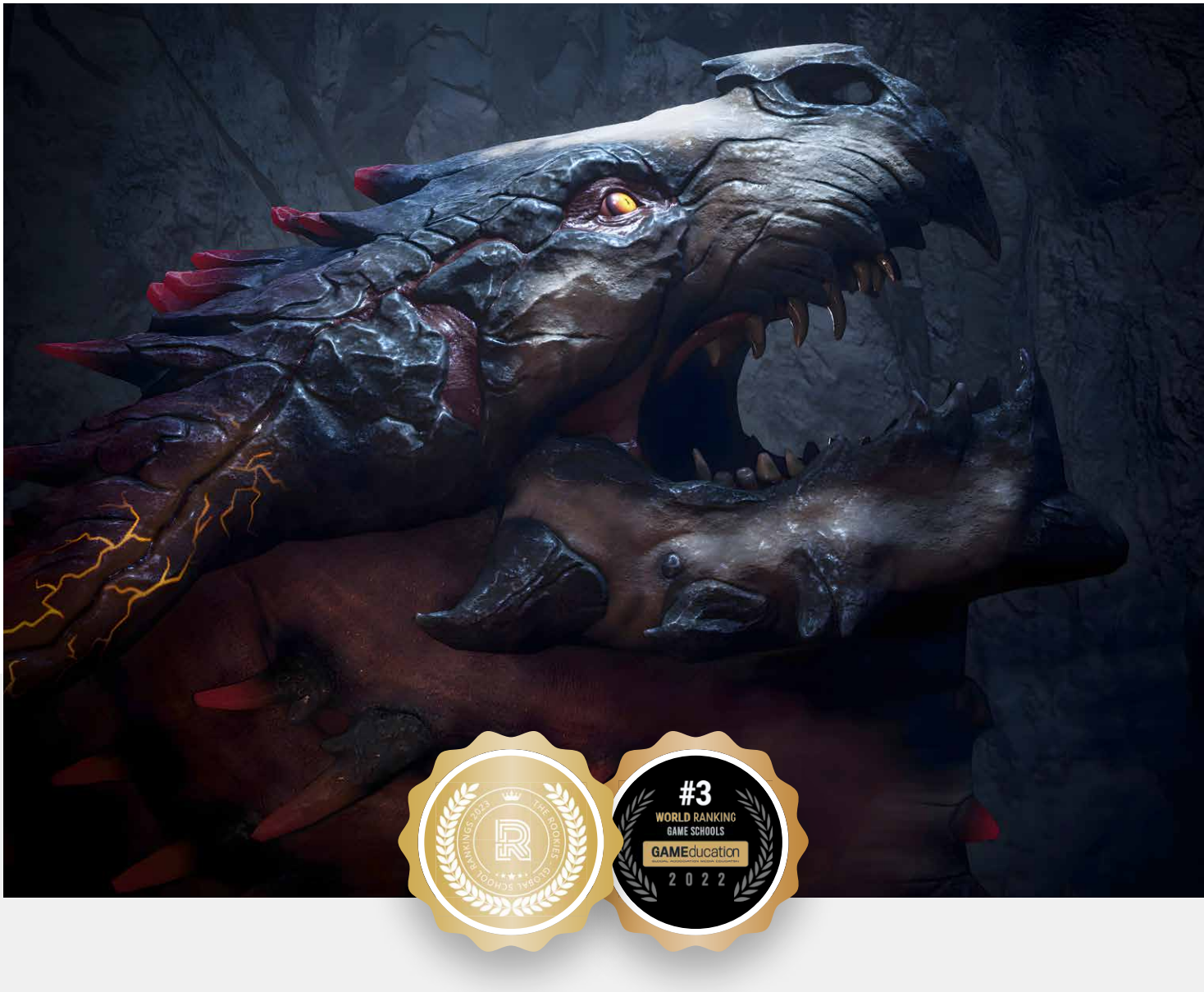
Work with our students

Graduation and practical assignments

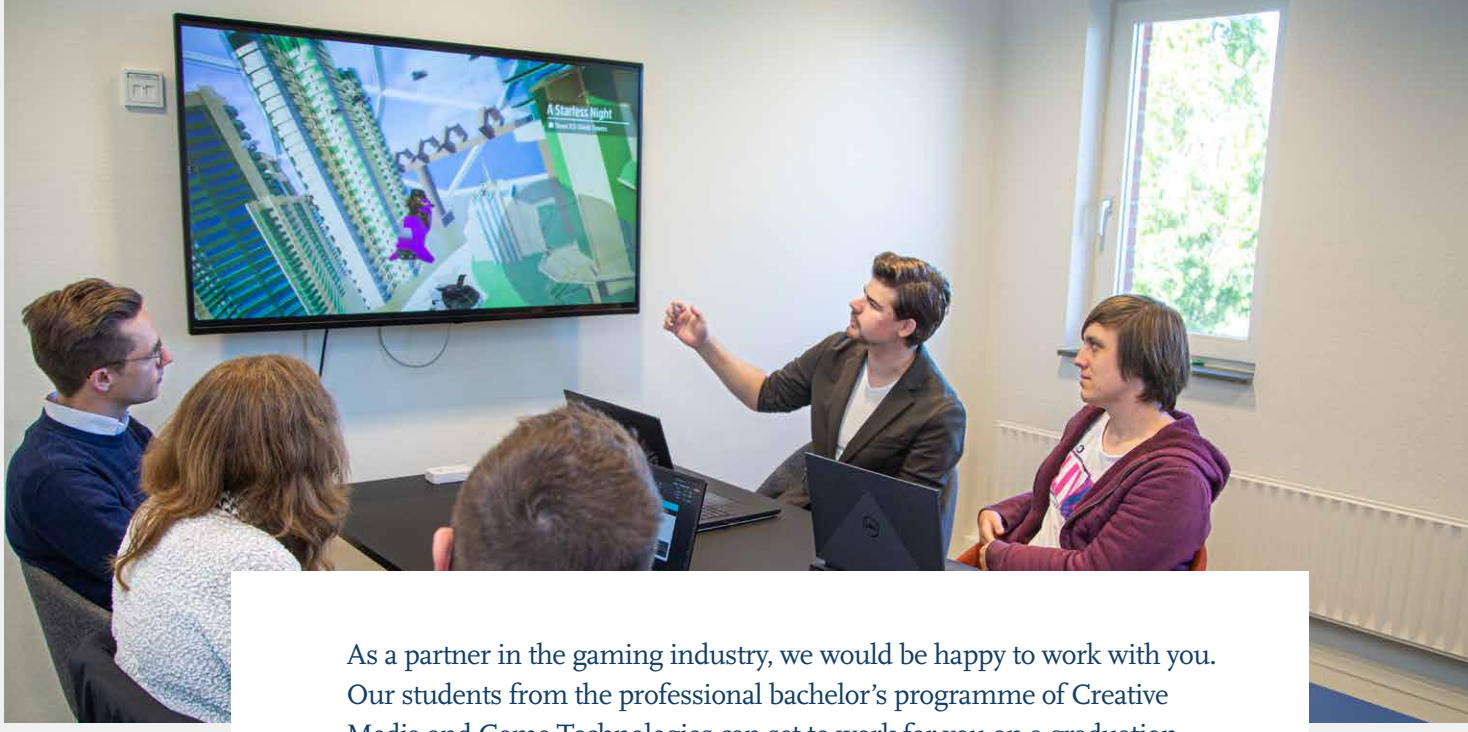
Games



CREATING MEANINGFUL EXPERIENCES

BUas.nl

Breda University
OF APPLIED SCIENCES



As a partner in the gaming industry, we would be happy to work with you. Our students from the professional bachelor's programme of Creative Media and Game Technologies can set to work for you on a graduation assignment or another type of practical assignment.

Creative Media and Game Technologies

The professional bachelor's programme of Creative Media and Game Technologies is taught in English and prepares students for careers in the international AAA gaming industry. The programme has a practical orientation and is delivered by highly qualified and international lecturers with years of experience in the industry.

It is a Project-Based Learning programme. In a simulated game studio – our Project Lab – students learn about concept development, game design, game architecture, game production, game business and marketing. In addition, students can choose from a number of workshops and lectures that match their interests and personal goals.

Breda University of Applied Sciences is an official partner of Sony and is part of the PlayStation First Academic Development Programme. Furthermore, we are Houdini certified and collaborate with Ubisoft, Epic Games, Ghost VFX, Guerrilla Games and many more.

PlayStation.First

UBISOFT

EPIC GAMES

GUERRILLA

SideFX®

GHOSTVFX
PART OF STREAMLAND MEDIA

We are Breda University of Applied Sciences

Some 7,000 students from over 100 countries are studying at our international higher education institute.

Our campus is situated in the south of the Netherlands, in the city of Breda, only 100 km from both Amsterdam and Brussels.

Our institute, formerly known as NHTV Breda, was founded in 1966 as a provider of bachelor's courses in tourism and leisure, and in this field, it is currently the largest and leading education institute in the world. Since then, many new professional and academic bachelor's and master's programmes have been developed.

Today we offer degree programmes in the domains of Built Environment, Data Science & AI, Facility, Games, Hotel, Leisure & Events, Logistics, Media and Tourism.

Programme Facts

- English-taught
- 4 years, 3-year track available to pre-university graduates
- Graduation assignment of 18-20 or 36-40 weeks
- Degree title: Bachelor of Science
- Career examples: visual artist, programmer, designer, producer

CURRICULUM OVERVIEW

VISUAL ART	PROGRAMMING	DESIGN & PRODUCTION	FILM & VISUAL EFFECTS
YEAR 1			
- Drawing Skills - Modelling - Texturing - Lighting/Rendering - Animation - Technical Art	- Programming Design Patterns - Fundamentals C++ - Practical Mathematics - Software Architecture	- Physical Prototyping - Team Management - Essentials of Gameplay Design	- Art Theory - Drawing Skills - Modelling - Texturing - Lighting/Rendering - Animation
YEAR 2			
- Characters - Environments - Animation - Technical Art - Procedural Modelling	- Gameplay Programming - Engine Programming - Graphic Programming - AI Programming	- Level Design - Technical Design	- VFX/Technical Art - Animation - Environments - Procedural Modelling - Compositing
YEAR 3			
- Advanced Visual Arts - Workshops - Outsource teams: Concept, Tech art, Cinematic/VP	- Advanced Programming - Workshops - Engine/Rendering	- Large Scale Production - Publishing - Portfolio - Entrepreneurship	- Advanced Visual Arts - Workshops
YEAR LONG GAME PROJECT			YEAR LONG TEAM BASED CINEMATIC PROJECT
YEAR 4			
Semester 1: Exchange or Minor or Work Placement or Personal Project Semester 2: Work Placement or Personal Project			

Good to know

> Officially and recognised accredited degree by the Dutch Ministry of Education.
> Top-rated in Dutch higher education rankings (Keuzegids & EW Studies).
> International recognition underlines the quality of our education. Students and lecturers come from all over the world (25% international students and 80% international staff).
> Latest development technology in terms of console development, motion capturing, Virtual Reality, Augmented Reality and photogrammetry.
> A tradition of winning game awards (Unity Awards, Global Game Jam, Sumo Digital, Brains Eden, Microsoft, Dutch Game Awards).
> Only the most talented and motivated students are selected to enter the programme (180 students per year).

At Triumph Studios I realised how much I love my profession

"I feel very lucky to have my first job experience as a VFX art trainee at Triumph Studios. This company has everything I dreamed of: a great team with very skilled artists, a fun atmosphere, a nice office in the city centre of Delft, and the cutest office dogs Maki and Muzzle. At Triumph Studios I create and polish a wide range of real-time effects, I work together with amazing artists, designers and programmers on a great project, which I am very excited to be a part of. Here I have an opportunity to apply all my knowledge acquired at BUas, I have a lot of artistic freedom and I fulfil myself as an artist. At Triumph Studios I realised how much I love my profession."

Anastasiya Fedaseyeva
Did her work placement at Triumph Studios in the Netherlands

Student portfolios

You get to work with motivated students with a portfolio approved by highly qualified lecturers. During their four years of study, students work on this portfolio in the Project Lab, a simulated and fully equipped game studio. In this prospectus we proudly show the work created by our students. Would you like to see more? Find BUas on Artstation!

How can our students help you?

Visual Art

- Sculpting/modeling high and low poly assets (characters and environment assets)
- UV unwrap and material creation.
- Rigging bipedal and more complex characters
- Animating characters either hand keyed or motion capture
- Drawing Concept art for visual style reference
- Setting up pipelines for procedural asset creation
- and more

Programming

- Setting up/expanding on custom game engine
- Creating game play systems for the designers to work with
- Tool creation
- Writing realistic physics to mimic gravity
- Writing Artificial Intelligence for NPCs
- and more

Design & Production

- Helping with team management and/or planning
- Setting up production and communication pipelines
- Rational Game- and Level design
- Level design and creation
- System/ technical design and prototyping
- Jumping in with both high- and low-level game design
- Helping with UI/UX design
- Helping with narrative design
- and more

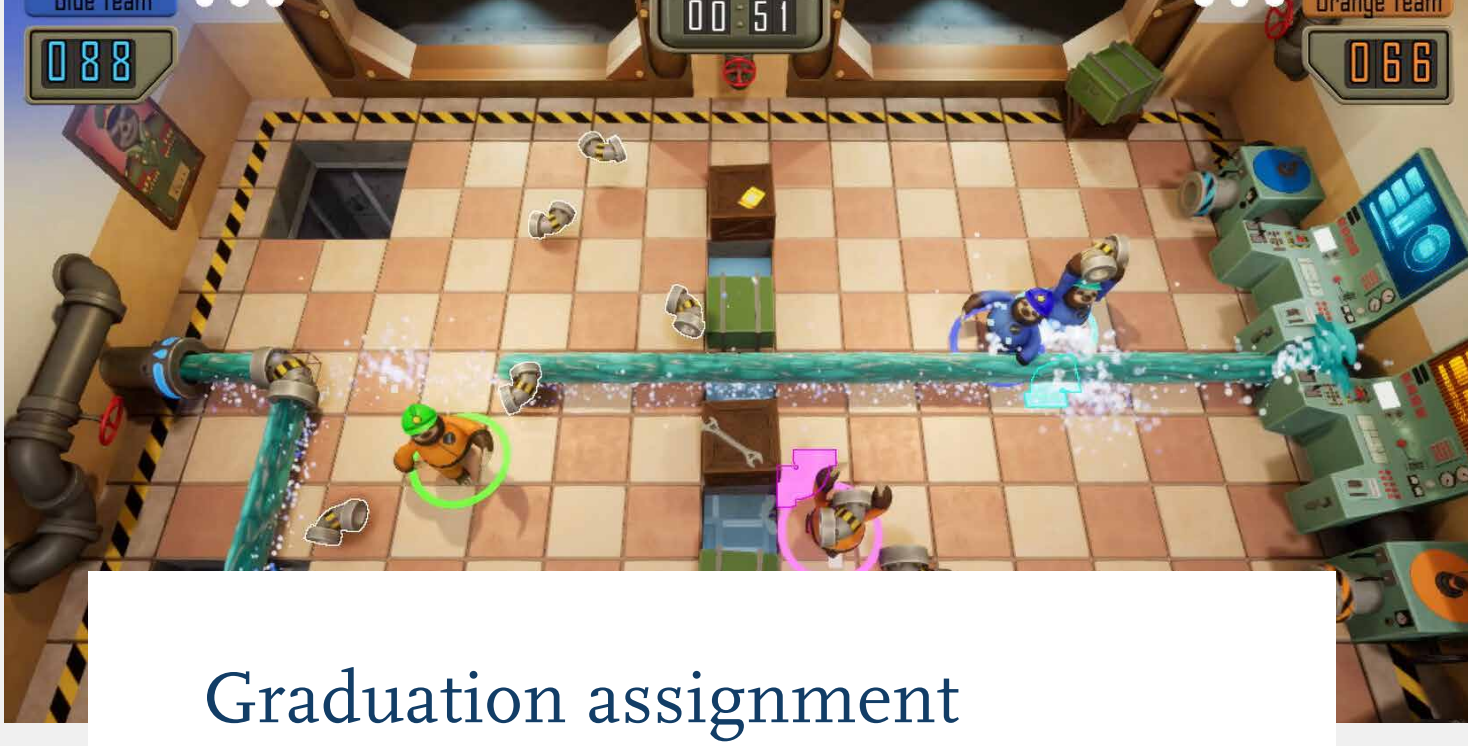
Film and VFX

- Film asset creation
- Lighting and rendering
- Real time rendering
- Motion capture
- Virtual production
- FX and dynamics
- and more

My dream? Working as a level designer!

"For my work placement, I had set my sights on TaleWorlds Entertainment. This is one of the leading game development studios in Turkey, making titles for both PC and console. The studio has made games that I love to play myself, so being part of their team is a dream come true. I work as a level designer, helping with the research for procedural tools and how the geography of our worlds is generated. I am also learning to work with new tools such as the custom game engine used by TaleWorlds Entertainment. My supervisor and I meet a few times a week. He gives me feedback and new assignments. All the knowledge I have gained can be applied immediately. I appreciate the active guidance and direct communication. Everyone is very welcoming and there is time to play games and expand my professional network. My dream? Working as a level designer!"

Renato Civadelić
Did his work placement at TaleWorlds Entertainment in Turkey



Graduation assignment in the last year of study

Our students receive English-taught training and are able to carry out assignments in the fields of game design, production, visual art and programming. Our students may only start their graduation assignment if they have obtained all the required study credits. As a result, only our high-achieving students are sent out into the world of work, ensuring real added value to your team.

Student availability

> Our students are available for a full-time graduation assignment of 18-20 or 36-40 weeks in their final year of study.
> The graduation period starts every year in September and February.
> Alternative start and end dates can be arranged.

Research and development

For students who wish to continue their studies after their bachelor's degree, we offer a Master's programme in Game Technology. During this programme, students will spend a year working on their own research project, enabling them to explore the subject matter in depth and make a meaningful contribution to the development of Game Technology and Digital Game Technology.

Staff and students have access to our state-of-the-art research labs and facilities, like the XR Stage, Photogrammetry Studio, Motion Capturing Studio and more.

Practical details graduation assignments

The graduation assignment is an important part of the curriculum. It is aimed at giving students the opportunity to apply their acquired knowledge and skills to real-life, professional situations in order to learn from this process. During the graduation period, students will be required to develop several competencies (or develop them further) as defined by the degree programme staff.

Requirements graduation host companies

If you are interested in working with our students, please be aware of the following requirements for graduation host companies:

- The host company (and/or the assignment) has a clear connection with our Creative Media and Game Technologies programme.
- The host company has at least 3 full-time, permanent employees.
- The host company offers the student an opportunity to acquire experience at higher professional level and also offers guidance and support to the student in this process. This means that the student:
  - has to be able to apply his/her knowledge and skills in the fields of game design, visual arts, programming and game production in a professional and well-founded manner;
  - is asked to make decisions based on his/her ability to collect and interpret relevant information.
- The host company offers a professional workplace and preferably a reimbursement for costs incurred (travel expenses, accommodation). Whenever possible, students arrange their own insurance and, if necessary, a work permit and visa.

Supervisor

On the part of the degree programme, the student will be supervised by a senior lecturer with extended professional knowledge of the game industry and all its disciplines. The role of this supervisor comprises, among other things, advising the student and the host company about the specific details of the graduation assignment and the execution of it. The supervising lecturer will assess the student in terms of the entire process.

We would be happy to work for you!

Do you have an interesting assignment or a challenging research project? We and our students are always keen on gaining valuable practical experience in renowned organisations in the games industry and would be happy to work with you. Visit games.buas.nl for the latest news and projects.

How to submit your vacancy?

If you have a suitable and challenging placement or would like to discuss the various options, please contact us at **AGMplacementoffice@buas.nl**

Do you have any questions or would you like to discuss what would best suit your company or assignment? Please feel free to contact us.

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