

Elroy Gopal

Technical Game Designer



www.elroygopal.com



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PERSONAL GOAL:

To create meaningful experiences through gameplay systems that resonate with people on a fundamental level.

SKILLS:

Main roles:

Technical design
Game design
Gameplay programming
Level scripting

Game engines:

Unreal Engine 4
Glacier 2
HPL Engine 2/3
CryEngine 3
PhyreEngine

Languages/API:

C#
C++
Unreal Blueprints
AngelScript
SDL 2.0

Software:

Autodesk Maya
Adobe Photoshop
Microsoft Office
Perforce
Subversion

EXPERIENCE:

Sumo Digital

[HITMAN 2](#)

(October 2017 – present)

Technical Designer

Independent projects:

[The Red Stare](#)

(sept 2016 - present) – HTC Vive, Oculus | Play:D

Technical Designer

[Defend Your Friend](#)

(nov 2015 – aug 2016) – PC, PS4 | Frenemies

Technical Designer

[Heist Night](#)

(jan 2015 - present) - PC, Mac, Linux | Team Fifteen

Level designer, scripiter

EDUCATION:

B.Sc (Bachelor of Science) in Game Architecture and Design (2014 - 2018) | Cum laude GPA 3.8/4.0

NHTV Breda University of Applied Sciences, Breda, The Netherlands

HOGER ALGEMEEN VOORTGEZET ONDERWIJS (HAVO) (2009 - 2014)

Ashram College, Alphen aan den Rijn, The Netherlands

AWARDS:

The Red Stare

Dutch Game Awards 2017: Best Student Game Design & Best Art Direction

Defend Your Friend

Dutch Game Awards 2017 nominee in Best Student Game Design

INDIEVELOPMENT 2016: Best Game of the Show

Heist Night

NHTV Breda: Best Design & Best Code; nominated: best game & Game of the Year (Year 1)

REFERENCES: Martin Deacon (lead designer Sumo Digital)

Jey Hicks (Creative Assembly, Ubisoft, lecturer at NHTV)

Chris Rothwell (lecturer at NHTV)

LANGUAGES: English (fluent), Dutch (Mother tongue), German (B2), French (fair)