

ELROY GOPAL
TECHNICAL DESIGNER & GAMEPLAY PROGRAMMER
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OBJECTIVE To create timeless, meaningful experiences through story & gameplay that provide a positive contribution to people's lives worldwide.

EDUCATION **NHTV Breda University of Applied Sciences, Breda (the Netherlands)**

- HBO B.Sc. (Bachelor of Science) Propaedeutic certificate in Game Architecture and Design awarded – July, 2015
- HBO B.Sc. (Bachelor of Science) in Game Architecture & Design / Creative Media & Game Technologies – September 2015 - July 2018 (expected). - GPA 3.75 (current)

**ASHRAM COLLEGE SCHOLENGEMEENSCHAP,
Alphen aan den Rijn (the Netherlands)**

HAVO Diploma in Economics and Society - June the 12th, 2014

LANGUAGES **DUTCH:** Native
ENGLISH: C2 in both written and spoken English.
GERMAN: B2 in both written and spoken German [October 2013]

SKILLS **Languages/API:** Unreal Blueprint, C++, C#, AngelScript.
Graphical Applications: Adobe Photoshop, Maya 2015+,

EXPERIENCE **Research Assistant** (NHTV Research & Development team)

**CONFERENCES/
CONVENTIONS** **INDIGO 2016**, Utrecht, The Netherlands
NHTV Showcase 2016 – Breda, The Netherlands
Indievelopment 2016 – Utrecht, The Netherlands
NHTV Showcase Day 2015 – Breda, The Netherlands

GAMES-INDUSTRY CREDITS

RELEASED TITLES:

'Defend Your Friend' - (Q3 2017)

2016, PlayStation®4/PC, student project. 2.5D Local cooperative action-adventure developed by Frenemies in **Unreal Engine 4**

↳ Gameplay Programming, Scripting, Level Design.

'Heist Night' - Released 2015-07-02

2015, PC/Linux/OS X, student project. 3D asymmetric multiplayer game FPS vs. RTS developed by NHTV Team Fifteen in **Unity 5**.

↳ Game Designer, Level Designer, Quality Assurance director.

'Beyond The Mountains of Madness'

2011- , PC, Survival-horror adventure modification for Amnesia: The Dark Descent by Frictional Games.

↳ Game Designer, Narrative Designer, Writer, Artist, Scripter.

RECOGNITIONS:

'Defend Your Friend'

Won 'Best Gameplay Design' – Block C/D 2015 - 2016

Won 'INDIEVELOPMENT 2016'

Won 'Best Design' Block B – 2015 - 2016

Nominated for 'Best Game' –Block B 2015 - 2016

Nominated for 'Best Art' – Block B 2015 - 2016

'Heist Night'

Won 'Best Design'

Won 'Best Code'

Nominated for 'Best Game'

Nominated for 'Game of the Year 2015'

The game is an example of positive interaction between the players and the system. Similarly, it has been of great interest to the general audience. 'Heist Night' is freely available at

indiedb.com/games/heist-night.

SKILLS:

Game Engines: Unreal Engine 4
Unity 4.x/5+
Creation Engine
HPL2/3 engine

THINGS I FIND INTERESTING:

"[The Secret of Psalm 46](#)" - Brian Moriarty (GDC 2002)
"[Design Outside the Box](#)" - Jesse Schell (DICE 2010)
"[Designing a New Era of Storytelling Through Games](#)" - Jenova Chen (G4C14)
"[Video Games and the Human Condition](#)" - Jonathan Blow (Rice University, 2010)
"[Train \(or How I Dumped Electricity and Learned to Love Design\)](#)" - Brenda Brathwaite (GDC 2010)
"[Design Reboot](#)" - Jonathan Blow (2007)

FAVOURITE GAMES:
(in no particular order)

ICO
Beyond Good & Evil
Shadow of the Colossus
Journey
Braid
The Witness
Fallout: New Vegas
Another World
Uncharted 2: Among Thieves
Metal Gear Solid