


Elroy Gopal

Technical Game Designer



 www.elroygopal.com
 [@elroy_gopal](https://twitter.com/elroy_gopal)
 ElroyGopal@gmail.com
 <https://www.linkedin.com/in/elroygopal/>





PERSONAL GOAL:

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






 = basic  = intermediate  = advanced  = expert

SKILLS:






Main roles:

Technical design 
Game design 
Gameplay programming 
Level scripting 

Game engines:

Unreal Engine 4 
Unity 4 / 5 
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 

EDUCATION:

B.Sc (Bachelor of Science) in Game Architecture and Design (2014 - expected 2018) | GPA 3.88/4.0

NHTV Breda University of Applied Sciences, Breda, The Netherlands

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

Ashram College, Alphen aan den Rijn, The Netherlands

GAME PROJECTS & CREDITS:

[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, scripting
[Beyond the Mountains of Madness](#) (2011 - 2014) PC, Mac, Linux | solo Scripting, world building

GAME INDUSTRY EVENTS:

INDIGO 2017 (June 30th) -Utrecht, The Netherlands - exhibiting
ScreenShake 2017 (February 10th – 12th) -Antwerp, Belgium - attending
INDIGO 2016 (September 27th) -Utrecht, The Netherlands - exhibiting
Indievelopment 2016 (May 23rd) -Utrecht, The Netherlands - exhibiting

AWARDS:

The Red Stare

Dutch Game Awards 2017 nominee: Best Student Game Design, Best Art Direction, Best Tech.

Defend Your Friend

Dutch Game Awards 2017 nominee in Best Student Game Design

INDIEVELOPMENT 2016: Best Game of the Show

White Nights Conference: nominated: Indie Game Cup 2017

NHTV Breda: Best gameplay design – 2016 (both semesters)

Heist Night

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

REFERENCES:

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

Chris Rothwell (lecturer at NHTV)

hicks.j@nhtv.nl

rothwell.c@nhtv.nl

LANGUAGES:

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