

## ANDREJ ERDELSKY

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Gothenburg, Sweden

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## WORK EXPERIENCE

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**May 2024 – Now**

International

**Gameplay Programmer on the DCGO TCG Simulator Project**

*Remote*

**Responsibilities:** Implementing gameplay systems and individual card mechanics in a live service trading card game simulator with thousands of active players, dedicated testers and frequent build releases.

**School Year 2020/21**

Netherlands

**Teaching Assistant**

*Delft University of Technology*

**Responsibilities:** Helping students with various projects, including database querying and making web games in JavaScript.

## EDUCATION

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**Aug 2023 – (Jun 2025)**

Sweden

*Master's degree*

**Game Design and Technology MSc**

*The University of Gothenburg*

**Main courses:** Game Development Project, Advanced Computer Graphics, Game Engine Architecture, Gameplay Design

**Sep 2019 – Feb 2023**

Netherlands

*Bachelor's degree*

**Computer Science and Engineering BSc**

*Delft University of Technology*

**Main courses:** Algorithms and Data Structures, Big Data Processing, Collaborative Artificial Intelligence, Computer Networks, Object-Oriented Programming, Functional Programming, Web and Database Technology, Software Quality and Testing, Machine Learning

## PROJECTS

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**School Year 2024/25**

Sweden

*Game Development Project*

**Creatures of the Deep**

*The University of Gothenburg*

**Description:** Development of a first-person submarine horror game with physical control system and underwater exploration in Unity.

**School Year 2021/22**

Netherlands

*Bachelor's Thesis*

**Causal Machine Learning: Propensity Score Matching**

*Delft University of Technology*

**Description:** Analysis of the performance of Propensity Score Matching, a causal inference machine learning method for causal effect estimation.

**School Year 2020/21**

Netherlands

*Software Project*

**AATOM Testing Framework**

*Delft University of Technology*

**Description:** Creation of a testing framework for AATOM, an agent-based airport terminal simulation software used in Dutch airports.

## SKILLS

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|---|--|---|
| <b>App Development</b> Java                             | <b>Computer Graphics</b> C++, C#, OpenGL     | <b>Artificial Intelligence</b> Python, NumPy  |
| <b>Game Development</b> Unity, Godot, Unreal 5, Blender | <b>Web Development</b> JavaScript, HTML, CSS |   |
| <b>Functional Programming</b> Scala, Haskell            | <b>Database Management</b> SQL, PostgreSQL   | <b>Robotics</b> VHDL                          |
| <b>CAD 3D Design</b> Fusion 360                         | <b>Graphic Design</b> Affinity Designer      | <b>3D Printing</b> Bambu Studio, Prusa Slicer |

## LANGUAGES

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English C1

French C1

Slovak C2

Czech C2