ANDREJ ERDELSKY

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WORK EXPERIENCE

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

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

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

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

LANGUAGES

English C1   **French** C1   **Slovak** C2   **Czech** C2