# Andrej Erdelsky

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<https://erdandrej.github.io/Erdandrej-Portfolio/>

## WORK EXPERIENCE

***May 2024 – Now* Gameplay Programmer on the DCGO TCG Simulator Project**

International *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* Teaching Assistant**

Netherlands *Delft University of Technology*

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

## EDUCATION

***Aug 2023 – (Jun 2025)* Game Design and Technology MSc**

Sweden *The University of Gothenburg*

*Master’s degree* **Main courses**: Game Development Project, Advanced Computer Graphics, Game Engine Architecture, Gameplay Design

***Sep 2019 – Feb 2023* Computer Science and Engineering BSc**

Netherlands *Delft University of Technology*

*Bachelor’s degree* **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* Creatures of the Deep**

Sweden *The University of Gothenburg*

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

***School Year 2021/22* Causal Machine Learning: Propensity Score Matching**

Netherlands *Delft University of Technology*

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

***School Year 2020/21* AATOM Testing Framework**

Netherlands *Delft University of Technology*

*Software Project* **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

**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