

Elroy Saltzherr

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[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

Professional Summary

Game Developer skilled in Python, C#, and JavaScript with a strong foundation in game development. Published developer of 'Dark Throne' on Steam and creator of browser games using Unity and Phaser.js, with experience in collaborative and solo projects.

Game Development Experience

Dark Throne (Steam)

Lead Developer & Designer | Mar 2024 – Jun 2024

- Developed and published "Dark Throne" on Steam using Unity/C#, ensuring engaging gameplay and smooth mechanics.
- Designed core mechanics, UI, and conducted playtesting/debugging to refine gameplay.

Where's My Gun? & Pencil Pusher (Course Projects)

Game Developer | Apr 2022 – Jun 2022

- Developed 2D browser-based games as part of a 3-person class project using Phaser.js.
- Designed game logic, mechanics, and features to create compelling player experiences.
- Contributed to team meetings and project planning to deliver prototypes effectively.

Game Jams (Solo Projects)

Participant & Developer | Various Dates

- Created two solo game projects within game jams, developing from concept to playable prototype under strict deadlines.
 - Executed coding, gameplay mechanics, and level design, enhancing rapid prototyping skills.
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Technical Experience

Etsy Store Automation Project

Freelance Developer | Jun 2023 – Feb 2024

- Automated e-commerce workflows integrating Python with Discord, Google Sheets, and Printify for product listing efficiency.
- Automated image processing using Python's PIL and Adobe Photoshop scripting for efficient photo creation and listing management.

Robotics Team (FRC Team 199 Deep Blue)

Project Lead & Driver | Sep 2016 – Mar 2020

- Led design and development of competitive robots, coordinating cross-functional teams in design and fabrication.
 - Cultivated teamwork, problem-solving, and project management skills through leadership roles and competitions.
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Education

Bachelor of Science in Game Design

University of California, Santa Cruz | Sep 2020 – Jun 2024

- Specialized in game mechanics, AI behavior, and interactive storytelling.
 - Developed skills in Python, C#, and JavaScript for game development using Unity.
 - Contributed to multiple group projects, enhancing teamwork and communication skills.
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Skills

- Programming Languages: Python, C#, C++, JavaScript (Phaser.js, p5.js, Crisp-game-lib)
 - Game Engines & Tools: Unity, Unreal Engine, Construct 3, GitHub, CAD
 - Development Skills: Game Development, AI Programming, OOP
 - Soft Skills: Team Collaboration, Problem Solving, Creativity
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Achievements & Projects

- Published 'Dark Throne' on Steam: Developed a full 2D game, reaching a global audience with an engaging user experience.
- Game Automation Program: Created a Python program to play an online game autonomously for in-game currency farming.
- Game Jams Participation: Completed two solo game jam projects, developing fully playable games from concept within short timeframes.