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Summary

Driven by unwavering determination and many late nights at my computer, I've developed a strong foundation in Python, JavaScript, Unity/C#, and various development tools. My passion for game development has grown through leading and collaborating on diverse projects. My background in competitive robotics enriched my teamwork and problem-solving skills, but it's game design that truly sparks my imagination. I aim to blend technical skill with creative vision in a team eager to innovate the gaming world.

Experience

Playable Games, Personal Projects – Jun 2018 - Present

- Developed a range of engaging 2D games, most notably 'Ninja Climb', 'Where's My Gun?', and 'Dark Throne', utilizing technologies such as Python, JavaScript, Java, C#, Unity, Unreal Engine, and Steam.
- Projects span across various genres including 2D platformers, 3D third-person games, simple web applications, and numerous rapid prototypes, showcasing a broad skill set. I focused on delivering exceptional user experiences and compelling game mechanics, highlighting my commitment to innovation and quality in diverse development environments.

Artistic Oases – Jun 2023 - Present

- Implemented an automation system for Etsy store operations, including a Discord bot for image organization and integration with Google Sheets, and Printify through the Requests library for streamlined product listings. Utilized PIL for image editing and automated the creation of downloadable PDF links to Google Drive, significantly enhancing product range and operational efficiency.

FRC Team 199 Deep Blue, Project Lead – Sep 2016 - Mar 2020

- Led the design and development of competitive robots, facilitating cross-functional team collaboration and iterative design improvements.

Education

University of California, Santa Cruz

Bachelor's degree in Game Design – Sep 2020 - Jun 2024

- Delved deep into game design principles, examining the intricacies of narrative development, player psychology, and effective level design to create compelling and engaging interactive game experiences.
- Developed a robust set of programming skills through hands-on application in real-world game environments, mastering languages and tools such as Python, JavaScript, C#, Unity, and Unreal Engine.
- Utilized practical application of AI in gaming, designing and implementing adaptive character behaviors and complex game scenarios, enhancing the interactivity and depth of game worlds.
- Participated in collaborative projects and workshops, enhancing skills in teamwork, communication, and iterative development processes, setting a strong foundation for future professional endeavors in the game design industry.

Skills

- **Programming:** Python, JavaScript, C#, C++

- **Tools:** Unity, Unreal Engine, CAD, Github

- **Concepts:** OOP, Game Development, Project Management, Team Collaboration, Effective Communication

- **Personality:** Creative, Enthusiastic, Positive, Passionate, Problem Solver, Curious, Eager to Learn