

Levente Opelcz

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Education

Vancouver Film School, Digital Design

2011

Vancouver, Canada

Eötvös Loránd University, Software Engineer

2006

Budapest, Hungary

Related Experience

Brother's Tale

2011

Brother's Tale is a 3D Side Scrolling Platform Game. I created one fully functional level of the game, including four types of attack and one type of enemy. I had three months to complete all of this from scratch. I outsourced a music composer, SFX artists and a rigger. Everything else, from the idea, to coding, animating, texturing, the level and interface design, is all my work.

Shogunee

2007

Shogunee is an AS3 Flash Tower Defence Game that I created during my university studies. It has some unique features that I hadn't seen in TD games back then. I created all the visuals, animations and coding using a combination of Photoshop, Illustrator and Flash.

Work Experience

Ayogo Games Inc.

2012

I am a "Jack of all trades" in the team. Could Design (UI) or Code (Front-end, Business Logic) depending on what they need the most at a given time.

Freelance Web Designer

2008 - 2010

Created websites, handouts, tickets, posters, ads, etc. for University occasions.

Skills

Software

Adobe Creative Suite

Photoshop, Illustrator, Indesign,
Premiere Pro, After Effects, Flash,
Dreamweaver

Microsoft

Visual Studio

Others

Cinema 4D, NetBeans, QT, Unity 3D

Programming Languages

Object Oriented Programming

C++, C#, .NET, JAVA, PHP, Unity Script

Script Languages

Javascript, AS3

Database

Oracle, Mysql

Web

HTML, CSS, XML, XSLT

Interests

Gaming, Soccer, Programming, Skiing, Hiking, Digital Design, Technology