

Curriculum Vitae



ZOLTÁN ERDŐKÖVY

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Career Objective:

To fully develop my skills and potential as an imaginative and creative technical designer.

Profile:

I am a dedicated and talented Games professional who is constantly acquiring and bringing new skills and knowledge to different Games industry projects. I am a team player and effectively communicate ideas and solutions in relation to technical and/or design problems. I am accustomed to working under pressure to meet tight deadlines.

Technical Skills:

Excellent all-round computer knowledge. With 8 years spent in the gaming industry, I have developed expertise in a wide range of software packages. In particular, I have advanced knowledge of Unreal 3 Technology which I have used extensively, during the past 5 years, to design, create, and edit levels and special effects for games and independent projects (mods).

I am a proficient user of Modo, 3DS Max, Lightwave, Phostoshop CS / PaintShopPro and CorelDraw which I have also used extensively to design, model and texture 3D objects. I'm scripting in LUA, Lscript and Java.

Professional Experience - Digital Editor - Game Creation:

From February 2008 to March 2009 **Zen Studios** – Videogame studio – Budapest
Level designer/ Technical artist

Working as a level designer and technical artist on "The Punisher: No Mercy" game for the PS3.

- Creating game levels.
- Creating special effects (particle systems, shaders, post process effects).
- High level system design (Weapon/projectile/effect/ destructible classes).
- Additional modeling and texturing.
- In-game cinematics.
- Feature prototypes.

From November 2006 to March 2007 **Unannounced startup company** – Budapest
Game and level designer

Working as a game designer on two unannounced projects for X360 and Nintendo DS. They are action/puzzle titles with the whole family as the target audience, loosely based on my MetaBall mod.

- Creating and maintaining the design document.
- Creating and managing prototypes for game features.

April 2005 to December 2005 **Perception Pty. Ltd.** – Videogame Studio – Sydney
Unreal Engine Digital Editor (Levels)
Level designer

8 months working as a Level designer on the Stargate SG-1 : The Alliance Project, using UnrealEd for level editing. I left the company when it became bankrupt.

- Creating levels, setting up encounters, scripting AI, implementing cutscenes.
- Porting levels from PC to PS2 and XBOX.
- Additional tool scripting in LUA.
- Additional modeling in Modo.

February 2001 to February 2005 **Artex Entertainment Ltd.** – Videogame Studio – Budapest
Unreal Engine Digital Editor (Levels)
General game and level designer

18 months working as an Artist, Game Designer and Level Editor on the NoWayIn Project and using 3DSMAX for level editing.

- Creating levels, setting up events and cutscenes, defining AI behavior, creating special effects.
- Defining and refining game mechanics.
- 3D modeling and texturing.
- My technical duties as Level Editor include: Basic 3DSMAX knowledge, LUA scripting, modeling and texturing in Lightwave, support scripts in Lscript.

6 months working as a Game Designer and Level Editor on the Wolfie Project and using UnrealEd for level editing.

- Creating preliminary level design, building the actual scene, lighting, setting up events and cutscenes, defining AI behavior, creating special effects.
- Defining and refining game mechanics.
- Being a link between the artists and programmers.
- My technical duties as Level Editor include: UnrealEd knowledge, basic Unreal scripting.

12 months working as a Game Designer and Level Editor on the 3D FPS Project and using 3DSMAX for level editing.

- Creating preliminary level design, setting up events, defining AI behavior, creating special effects.
- Defining and refining game mechanics.
- My technical duties as Level Editor include: 3DSMAX knowledge.

From May 2006 to November 2007

MetaBall 2 – Independent Team Project – Hungary
Unreal Engine Digital Editor (Levels)
General game and level designer
Artist and sound editor

This UT3 total conversion is the sequel of MetaBall. For details about the project please click [>here<](#).

- Creating levels, lighting, defining AI behavior, creating special effects.
- Creating Kismet sequences and shaders.
- 3D modeling and texturing, texture creation.
- My technical duties as Level Editor include: UnrealEd knowledge, Unreal scripting, modeling and texturing in Modo, PaintShopPro knowledge.

December 2004 to November 2005

Deathrace – Independent Team Project
Unreal Engine Digital Editor (Levels)
General game and level designer
Artist

11 months working as an Artist, Game Designer and Level Editor on the DeathRace Project and using UnrealEd for level editing. You can find more information about the project [>here<](#).

- Creating levels, lighting, special effects.
- Defining and refining game mechanics.
- 3D modeling and texturing in Modo.
- Creating textures in PaintShopPro.
- Baking high poly models to low poly versions in Lightwave.

March 2003 to September 2004

MetaBall – Independent Team Project – Hungary
Unreal Engine Digital Editor (Levels)
General game and level designer
Artist and sound editor

18 months working as an Artist, Game Designer and Level Editor on the MetaBall Project and using UnrealEd for level editing. The project had a 2nd place in Phase 4 of the Make Something Unreal Contest, and 5th place in the Grand Finals. For more information about the project please click [>here<](#).

- Creating levels, lighting, setting up events and cutscenes, defining AI behavior, creating special effects.
- Defining and refining game mechanics.
- 3D modeling and texturing.
- Creating textures in PaintShopPro.
- Creating sound effects.
- My technical duties as Level Editor include: UnrealEd knowledge, Unreal scripting, modeling and texturing in Lightwave, PaintShopPro knowledge, SoundForge for creating sound effects.

Other Work Experiences:

February 1998 - February 2001

Collector Inc. - Hungary

1 year working as a software operator at the company's computing central.

- Managing and optimizing databases.
- Planning workflow and supervising data processing methods.
- Troubleshooting and software support at the branch offices.
- My technical duties as software operator include: Basic Clipper and SQL knowledge, experienced in Novell networking solutions.

2 years working as an advanced software operator.

- Designing and maintaining intranet structure.
- Creating graphical content for the site.
- Programming and operating a web based customer support system.
- My technical duties as an advanced software operator include: PHP, Perl and Java programming knowledge, web design with Dreamweaver, strong understanding of the TCP-IP based networks.

Education and Qualifications:

. 1993 - 1997 John Neumann Highschool of Information Technology

. 1998 - Dennis Gabor College for Information Technology Faculty for Information Technology

Hobbies:

I'm interested in psychology, ethology, and I'm a fan of the animal kingdom. I like creating computer generated images and animations, and I'm also an amateur photographer.

I started making levels for various games in 1994, when I got my first computer. I found creating new contents, implementing new ideas to a game quite exciting. For me it's a way to express myself, using the newest technologies available. My projects included a singleplayer map pack for Wolfenstein3D, multiplayer maps for Duke3D and Heretic, singleplayer missions for Unreal and Quake 2, CTF, DOM, and DM maps for UnrealTournament 99.