




Erik Ľuboš Selecký

Games Programmer

Bio

Highly motivated, self-organised individual with a strong C++ background and passion for open source. I thrive when working in a team and enjoy helping others to grow along with me.

Contact

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 <https://www.seleckye.com>

Skills

C++	◇	C#
Python	◇	Godot
Unity 3D	◇	Unreal
Perforce	◇	Git
TeamCity	◇	Houdini

Work Experience

Programmer | 2019 - 2023
Electric Square | Brighton, UK

I worked on multitude of projects, targetting a range of platforms and using a variety of commercial and proprietary game engines.

On multiple projects I was responsible for gameplay, tooling, game optimisation, build pipeline and managing version control.

The latest released projects I worked on are *Need for Speed Unbound* and *Lords of the Fallen*.

Generalist | 2023 - 2024
Unannounced Project

I worked on a small indie game project using Godot Engine. This required a very different skill set than working in a commercial setting and I learnt a lot about game design, managing a project and self-organisation.

Activities

Godot Engine Contributor
2018 - Present

I keep up with Godot Engine development. I no longer actively work on new features although I still occasionally contribute small bugfixes.

Education

Bachelor of Science | 2016 -2020
Breda University | Breda, NL

I followed the game programming track of the Creative Media and Game Technologies course. With its project-based approach I worked on diverse projects acquiring technical and soft skills.