

Curriculum Vitae

ZOLTÁN ERDŐKÖVY

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LinkedIn: [linkedin.com/in/erdokovy](https://www.linkedin.com/in/erdokovy) Marital Status: Single

Technical Skills:

Advanced knowledge of Unreal Engine 4 especially regarding materials, special effects and scripting.
Experienced user of Modo, Houdini, Substance Painter/Designer, ArtEngine, Filter Forge.
Programming in Unreal Blueprints, Python, Vex.

Recent Professional Experience:

From January 2019

Freelancer

Working on varied projects like an [arch-viz experiment](#), a [car configurator](#), a [VR target practice](#) or [Swedish language games](#). Sometimes I focus on a generic problem like [changing texture scope](#) or creating a [cutaway view](#) for CAD models.

Usually I use my [Houdini based mesh processing](#) workflow which turns almost any model into a game- and Substance Painter ready asset.

In the summer of 2019 [I was interviewed by Artomatix](#).

From August 2016 to November 2018

AI motive

The company is developing a hardware agnostic, full stack software suite that can power fully autonomous cars. I was hired as an Unreal expert to train the simulation team. Our task was to produce a real-time simulator which can be used to both train and test the driver AI. ([Details](#)) My responsibilities included

- Asset authoring workflows (Maya, Modo, Substance Designer).
- Unreal Engine 4 training.
- Material creation.
- Support for the C++ programmers with Blueprint based systems.
- Houdini integration: OpenDrive compatible procedural assets, map editing tools.
- Research and development: Weather manager, randomized characters and vehicles, realistic roads, etc)
- Unreal Editor tools.

From February 2014 to July 2016

Freelancer

Worked on an indoor drone simulator with Unreal Engine 4. The game focuses on player creativity and emergent gameplay in a retro futuristic (formica punk) setting. ([Details](#))

From January 2013 to December 2013

Freelancer

Created an interactive special effects showcase in Unity 3D, called One-minute Dungeon. ([Details](#))

Related to the VFX showcase I also developed a modular particle system, AMPS. ([Details](#))

- Modeling in Modo.
- Texturing with Photoshop and FilterForge.
- Programming in C# and LUA.
- Shader prototyping in UDK. Final shaders in ShaderLab.

From March 2009 to December 2012 **Freelancer**

Working on the Gameplay Visualization Toolkit (Gavit) which is a self funded project aimed at rapid prototyping and machinima creation. Extends the Unreal Development Kit. ([Details](#))

- System design.
- Creating special effects.
- Programming.
- Concepting in Illustrator.
- Modeling in modo.
- Texture creation in Photoshop and FilterForge.
- Surface setups and baking in 3dsMax.
- Tool programming in LUA, C#, PixelBender and MetaSL.

From February 2008 to March 2009 **Zen Studios** – Videogame studio – Budapest

Working as a level designer and technical artist on “The Punisher: No Mercy” game for the PS3. ([Details](#))

- Creating game levels.
- Creating special effects.
- High level system design.
- Modeling, texturing, baking.
- In-game comic strip cutscenes.
- Feature prototypes.
- Training staff (Unreal engine and asset authoring).

Education and Qualifications:

1993 – 1997 John Neumann Highschool of Information Technology

1998 – 2000 Dénes Gábor College for Information Technology Faculty for Information Technology

Achievements:

Our mod project MetaBall had a 2nd place in Phase 4 of the Make Something Unreal Contest, and 5th place in the Grand Finals.

My Modo 401 review was printed in the Game Developer Magazine.

I was awarded free lifetime updates of [FilterForge](#) for my filters.

The ASE exporter I wrote for modo was used at Recoil Games.

My particle system for Unity, [AMPS](#), is used by Turbine Inc.

Earlier Professional Experience:

April 2005 to December 2005 **Perception Pty. Ltd.** – Videogame Studio – Sydney

Worked as a Level designer on the Stargate SG-1 : The Alliance Project, using UnrealEd for level editing.

- 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

18 months working as an Artist, Game Designer and Level Designer on Project NoWayIn and using 3DSMAX for level editing. 6 months working as a Game Designer and Level Designer on Project Wolfie and using UnrealEd for level editing. 12 months working as a Game Designer and Level Designer on a Terminator branded 3D FPS project for the Nokia N-Gage.

Non-profit projects:

From May 2006 to November 2007

MetaBall 2 – Independent Team Project – Hungary

This Unreal Tournament 3 total conversion was a sequel of MetaBall. Worked as an Artist, Game Designer and Level Designer.

December 2004 to November 2005

Deathrace – Independent Team Project

A Carmageddon inspired Unreal based multiplayer vehicular combat mod. Worked as an Artist, Game Designer and Level Designer.

March 2003 to September 2004

MetaBall – Independent Team Project – Hungary

Metaball is a 3D action/puzzle game using the Unreal Engine 2.0 (a mod for UT2004). The project had a 2nd place in Phase 4 of the Make Something Unreal Contest, and 5th place in the Grand Finals.