




Erik Ľuboš Selecký


Engine & Tools Programmer


Bio

Highly motivated individual with strong C++ background, interest in developing technology powering the games of today and passion for delivering tools to supercharge productivity.

Contact

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 <https://www.seleckye.com>

Skills

C++	◇	C#
Python	◇	DirectX 12
Unity	◇	Unreal
Perforce	◇	Git
TeamCity	◇	Houdini

Work Experience

Programmer | 2019 - Present
Electric Square | Brighton, UK

Started as an intern during last year of university and stayed working full-time after graduation.

I worked on Detonation Racing, arcade racer released on Apple Arcade, made in Unity 3D.

At the moment I'm working on a AAA title for desktop and consoles, using proprietary engine.

My key responsibilities at Electric Square:

- ◇ Houdini Tools Pipeline
- ◇ Race Track Editor
- ◇ Optimisation
- ◇ Perforce Stream Management
- ◇ Rendering

Activities

Godot Engine Contributor

I contribute to Godot Engine, open source C++ game engine, in my spare time. I mostly do bug fixing in various areas of the engine but I also implemented new features, most notably:

- ◇ Debug Camera
- ◇ Script Watches

Education

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

I followed the game programming track of the Creative Media and Game Technologies course. It was project-based course and over the course of four years I worked on many personal and cross-discipline projects, using industry-standard workflows and technology.