Eloy De Cort

SENIOR TECHNICAL AUDIO ENGINEER
AUDIO PROGRAMMER

CONTACT

EMAIL
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PORTFOLIO
eloydecort.github.io

LINKEDIN
in/eloydecort

GITHUB
EloyDeCort

BASED IN
Wuppertal, Germany

SKILLS

TECHNICAL AUDIO
FMOD · Wwise · adaptive music · real-time DSP

PROGRAMMING
C++ · C# · Python · JavaScript · HTML/CSS

ENGINES
Unreal Engine 5 · Unity · Enfusion · FLEDGE

GUI & TOOLING
UE Slate · Qt (C++) · ImGui

PIPELINE
Perforce · Git · SVN · Jenkins · TeamCity · Tracy · Microsoft GDK

LANGUAGES

English	Fluent
Dutch	Native
French	Elementary

STUDIO

Founder of **Dracortia** — music and audio for indie games.

- Drova2
- Bloodfell
- Soul Spires: Initium
- Rogue Slime RELEASED
- Carbox RELEASED

PROFILE

Five years across two studios and two proprietary engines: most recently owning every technical audio task at **Deck13**, and before that building the audio engine, editor and tooling behind **Arma Reforger** at **Bohemia Interactive**. My work sits on the seam between sound design and engine code — adaptive systems, debugging tools, and the workflows that keep an audio team fast.

5+	4	2
YEARS IN GAME AUDIO	RELEASED TITLES	PROPRIETARY ENGINES

EXPERIENCE

Senior Technical Audio Engineer
2023 – PRESENT

Deck13 Interactive · Germany · FLEDGE (proprietary) → Unreal Engine 5 · promoted 2026

- Ownership of all technical audio: **FMOD** integration in C++ and Blueprints for adaptive, scalable systems.
- Engine tools and debugging workflows used daily by audio and design.
- Cross-departmental audio pipelines, from the proprietary FLEDGE engine to **Unreal Engine 5**.
- Adaptive reverb, bone-based foley and breathing systems.
- Current project: an unannounced title built in Unreal Engine 5.

Audio Programmer
2021 – 2023

Bohemia Interactive · Czech Republic · Junior 2021–22 · Arma Reforger & Enfusion Engine

- Interior detection, music management and multiplayer synchronised radios.
- Engine audio editor: requirement handling, design and implementation.
- Multi-threading and console development (**Microsoft GDK**), profiling and optimisation.
- Scripting capabilities through scalable C++.

SELECTED WORK

Atlas Fallen — Reign of Sand
PC · PS5 · XBOX SERIES X|S

Deck13 · FMOD · FLEDGE Engine · C++ · Node editor

Sound implementation and audio debugging for the Reign of Sand update; built the project's audio workflows alongside a second team member.

Arma Reforger
PC · XBOX SERIES X|S

Bohemia Interactive · C++ · Enfusion Engine · Multiplayer

Most gameplay-to-sound connections in a large open world, plus music management, multiplayer radio and in-game audio debugging tools.

Enfusion Engine — audio editor
PROPRIETARY ENGINE

Bohemia Interactive · C++ · Qt · Tooling

Owned the signals editor: a node-based system that evaluates in-game values and drives mathematical expressions directly on audio.

EDUCATION

2018 – 2021	**Bachelor, Game Development**	Howest — Digital Arts and Entertainment
2014 – 2018	**Degree in Multimedia**	Stedelijk Lyceum Cadix
2007 – 2018	**Drums, Percussion & Music Theory**	Academy of Merksem

AVAILABILITY

Open to **senior technical audio** and **audio programming** roles — on-site, hybrid or fully remote.

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Portfolio & project breakdowns: eloydecort.github.io

References available on request