

ELOY DE CORT

AUDIO PROGRAMMER
GAME DEVELOPER



SKILLS

Programming

C++, C#, JS, HTML, CSS

Game Engines

Unreal Engine, Unity, Enfusion

Audio Programming

FMOD, Wwise

Audio Production

PreSonus Studio One, FL Studio

GUI Development

QT (C++), ImGui

Misc. Tools

Tracy, Microsoft GDK

Graphics & Video

Adobe Photoshop, Premiere,
After Effects, Autodesk 3ds Max

LANGUAGES

English Dutch French

Proficient Native Elementary

REFERENCES

Leon Beilmann

Audio Designer at Bohemia Interactive
Leon.Beilmann@freenet.de

Rémi Simonin

Programmer at Bohemia Interactive
simonin.remi25@gmail.com

Axel Lamury

Producer at Bohemia Interactive
Axel.Lamury.edu@gmail.com

 eloy.decort@gmail.com

 [eloydecort.github.io](https://github.com/eloydecort)

 linkedin.com/in/eloydecort/

Experienced Audio Programmer with a strong background in audio and in-house engine development for the flagship series Arma of Bohemia Interactive. Skilled in enhancing the player's experience through audio and driven by a passion for music and sound.

EXPERIENCE

2023 - Present Audio Programmer

Bohemia Interactive

 Czech Republic

- Cross-departmental communication regarding audio implementations and providing of structured input.
- Implementing of audio features to enhance gameplay such as interior detection, music management, multiplayer radio's, etc..
- Managing and fulfilling requests for the engine's node editors.
- Developed scripting capabilities through scalable code.
- Working with a multithreaded in-house engine and code base.
- Debugging on consoles (Microsoft GDK).
- Profiling & optimization of code for optimal performance.

2021 - 2023 Junior Audio Programmer

Bohemia Interactive


 Czech Republic

- Enhancing of Audio Engine and Editor in an in-house engine.
- Integration of audio with gameplay systems.
- Collaboration with teams across different locations.
- Streamlined communication with Audio Designers for prompt feature enhancements and requests.
- Promoted to Audio Programmer for excellent performance.

PROJECTS

2021 - Present Enfusion Engine

Bohemia Interactive

 Czech Republic

- Enhancing of UI/UX using the QT framework.
- Implementation and design of new debugging tools for audio.
- Feedback-driven feature development.

2021 - Present Arma Reforger

Bohemia Interactive

 Czech Republic

- Releasing of an early-access game and continuously updating it for its release.
- Budgeting of audio in a large scale open-world environment.
- Multiplayer audio implementations and debugging.
- Deep understanding of connecting audio to gameplay.
- Preparing a solid foundation for the future game 'Arma 4'.

EDUCATION

2018 - 2021 BACHELOR DEGREE IN GAME DEVELOPMENT

Digital Arts And Entertainment

2014 - 2018 HIGH SCHOOL DEGREE IN MULTIMEDIA

Stedelijk Lyceum Cadix

2007 - 2018 3RD GRADE CERTIFICATE IN DRUMS, PERCUSSION & MUSIC THEORY

Academy of Merksem