ELOY DE CORT

TECH. AUDIO DESIGNER
& AUDIO PROGRAMMER

✉ eloy.decort@gmail.com   🌐 eloydecort.github.io   in linkedin.com/in/eloydecort/

Experienced Technical Audio Designer and Audio Programmer. Owner of all technical audio at Deck13 and previously involved in audio engine development at Bohemia Interactive. Contributed to the Arma series and Atlas Fallen, supporting audio designers and cross-departmental teams.

SKILLS

Technical Audio
FMOD, Wwise, MetaSounds

Programming
C++, C#, Python, JS, HTML, CSS

Game Engines
Unreal Engine, Unity, Proprietary

Audio Production
PreSonus Studio One, Reaper, FL Studio, WaveLab

GUI Development
UE Slate, QT (C++), ImGui

Misc. Tools
Perforce, Git, SVN, Tracy, Jenkins, TeamCity, Microsoft GDK, Adobe

ACHIEVEMENTS

Dracortia
Founded company to support indie games with Music and Sound.

Game Releases
Worked on Arma Reforger and Atlas Fallen.

Proprietary Engines
Worked on 2 Proprietary Engines: Enfusion and FLEDGE

LANGUAGES

English — Proficient
Dutch — Native
French — Elementary

References available on request.

EXPERIENCE

2023 - Present
Technical Audio Designer
Deck13

📍 Germany

- Cross-departmental communication and processes.
- Ownership of all tech-related audio.
- Integrating FMOD with C++ and Blueprints to achieve adaptive, scalable audio.
- Developing engine tools to improve audio debugging.
- Establishing and optimizing audio development workflows.
- Adaptive Reverb, Bone-based Foley, Breathing System, ...
- Working in Proprietary and subsequently Unreal Engine.

2021 - 2023
Audio Programmer
(Junior 2021-22)
Bohemia Interactive

📍 Czech Republic

- Interior detection, music management and multiplayer radios.
- Managing and fulfilling requests for the engine's audio editor.
- Developed scripting capabilities through scalable code.
- Worked with multi threading and consoles (Microsoft GDK).
- Profiling & optimization of code for optimal performance.

PROJECTS

2023 - Present
Atlas Fallen: Reign of Sand & FLEDGE Engine
Deck13

- Significantly improved adaptive combat music.
- Established a new standard of cross-departmental communication and workflows.
- Real-time parameter control and dynamic audio.
- Worked with audio tools in a proprietary engine.
- Integrated logic for sounds and audio systems.

2021 - 2023
Arma Reforger & Enfusion Engine
Bohemia Interactive

- Developed basis for portal-based audio interior/exterior logic.
- Budgeting of audio in a large scale open-world environment.
- Massive Multiplayer audio implementations and debugging.
- Enhanced Audio Editor UX using the QT framework.
- Implementation and design of new debugging tools for audio.

EDUCATION

2018 - 2021
BACHELOR DEGREE IN GAME DEVELOPMENT
Digital Arts And Entertainment

2014 - 2018
DEGREE IN MULTIMEDIA
High School Stedelijk Lyceum Cadix

2007 - 2018
CERTIFICATE IN DRUMS, PERCUSSION & MUSIC THEORY
Academy of Merksem