Erik Hervall

Game Developer

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[LinkedIn](#) • [GitHub](#) • [Portfolio](#)
San Francisco, CA

Game Developer with full stack experience and hands-on work at a video game startup. Bringing a creative, problem-solving mindset and leadership skills from years in hospitality. Passionate about building immersive, engaging player experiences and growing in the gaming industry.

TECHNICAL SKILLS • Unreal Engine 5 • C++ • JavaScript • Python • Flask • React • HTML5 • CSS3 • Node • Unity • SQL

RELEVANT SKILLS • Gameplay Programming • UI/UX Design • C++/UE5 • Creative Problem Solving • Version Control (Git)

EXPERIENCE

Game Developer • *DreamWorld* • Redwood City, CA • *[Steam Page](#)*   **10/2024 – present**
- Contribute to the development of an infinite open-world MMORPG with advanced building and progression systems
- Work extensively in Unreal Engine 5 using C++ and blueprints, contributing to a large and complex codebase
- Develop and implement fun, immersive, and exciting core gameplay features, optimizing existing systems and resolving critical bugs
- Design and refine key aspects of the New Player Experience, including tutorial flows
- Actively engage with the player community and leveraging feedback to refine game systems and improve player experience
- Currently in alpha testing phase and available on Steam

Restaurant General Manager • *Pacific Catch* • San Francisco, CA   **02/2019 – 10/2024**
- Achieved lowest cost of goods, lowest turnover, and top EBITDA in the company
- Successfully managed a $6 million annual revenue restaurant, ensuring financial stability and growth
- Implemented sustainable practices, sourcing 100% sustainable seafood and packaging materials
- Managed a team of 40+ staff, including hiring, training, and performance evaluations
- Conducted regular financial analysis to optimize costs and increase profitability
- Worked as host, food expeditor, server, bartender, and supervisor prior to promotion in 2019

English Language Teacher • *EPIK - English Program in Korea* • Gunsan, Jeonbuk, South Korea **09/2015 – 09/2016**
- Taught English to grades 1 to 6, creating and implementing interactive and engaging lesson plans to enhance language acquisition
- Organized seasonal camps and events, fostering a vibrant learning environment
- Developed teaching materials and resources, ensuring lessons were effective and engaging
- Worked at 4 different schools, conducting classes independently and collaboratively

FULL-STACK PROJECTS

Cocktail Collective | [Github](#) | [Live](#) | *Python • Flask • React • Redux*
- Explore a vast collection of cocktail recipes, search by name or ingredients, and share unique creations with the community
- Create a profile to create cocktail recipes, 'favorite' others' cocktails, and track and edit created recipes
- Features for commenting on recipes, discovering the most commented cocktails, and viewing recently added recipes, fostering an interactive and engaging community experience

EraBnb | [Github](#) | [Live](#) | *Node • Express • React • Redux*
- Develop a user-friendly platform for booking short-term accommodations in a variety of historical time periods
- Provide tools for users to be property owners in order to create and manage listings and bookings
- Provide tools for users to view and manage profile, listings, and property reviews

EDUCATION

APP ACADEMY • Full Stack Web Development • [Certificate](#)   **Completed 06/2024**

UNIVERSITY OF OREGON • *Bachelor of Arts, Political Science and Government* • Eugene, OR   **09/2010 – 09/2014**