

Darrell Elston

Game Developer - Content Creator - Professional Gamer

In the gaming space I am also known as “Gnaw”, my alias. I have been a gamer throughout my entire life in one way or the other. From playing at the highest level and competing for thousands of dollars, to adventuring out and creating them myself.

WORK EXPERIENCE PRIOR TO GAMING

Wyndham Hotels & Resorts, Williamsburg, VA — *Activities / Bar*

March 2011 - February 2013

- Oversaw the Arcade room to make sure all the games are up and running for the guests. Troubleshooted any malfunctioning Arcade games and fixed them
- Participated in any daily or weekly activities that were arranged for the guests
- Served as a bartender inside the on-site Tavern during the cooler months, and out at the Pool Bar during the warmer months
- Served food as a cook inside the on-site Tavern during the cooler months, and on the grill outside at the Pool Bar during the warmer months
- Trained new employees on the intricacies of all the different on-site amenities and activities.

Wyndham Hotels & Resorts, Williamsburg, VA — *Front Desk Associate*

October 2010 - March 2011

- Answered phone calls daily from upcoming guests
- Checked guests into their rooms and programmed their keycards
- Troubleshooted and solved any issues that guests had
- Performed the nightly audit after closing for the Accounting Department
- Trained new employees on the check-in computer frameworks

GAMING RELATED EXPERIENCE

Roblox Developer

March 2024 - Current

- Rebuilt and coded from the ground up a popular game on Roblox called Auto Rap Battles
- Implemented the back-end systems for all the UI
- Created a custom inventory and shop system
- Created an in-game currency system
- Perfected the core game loop
- Consistently providing the game with fresh content

Unreal Engine Developer

December 2016 - Current

- High proficiency in Unreal Engine Blueprint Scripting
- Deep understanding of Unreal Engine’s classes and object oriented programming
- Experience in Multiplayer & Replication
- Many years of freelance work on various projects for other individual and teams

CONTACT & SOCIALS

[Email](#)

[LinkedIn](#)

[X](#)

[Twitch](#)

Discord - Gnaw

SKILLS

Professional

- Leadership and training
- Creativity
- Teamwork
- Planning and Forecasting
- Management
- Game Design
- Game QA

Technical

- UE Blueprint Scripting
- UE Prototyping
- UE Multiplayer / Replication
- UE Materials
- UE Widgets
- UE Audio
- Roblox Lua
- Roblox UI

LANGUAGES

- English

- Published first commercial multiplayer game on STEAM on October 30th, 2019
- Developed a single-player Horror VR game in 2017

Full-Time Streaming On Twitch

April 2014 - March 2021

- Streamed just about daily - various games on the Twitch platform
- Became a twitch partner in July of 2015
- Created content and entertained hundred & thousands of viewers daily

Professional Fortnite Player for Method

June 2018 - December 2018

- First player to sign with Method's North American Division
- Team Captain and responsible for building out a 4 player Squad's team for Method
- Create content for Method's social media and YouTube channels

Manager and Coach for Team Eager

May 2016 - January 2017

- Managed and designed Team Eager's Website
- Managed and maintained Team Eager's Social Media platforms
- Managed and coached Team Eager's XBOX SMITE Pro Team
- Managed Team Eager's Paladins Pro Team
- Managed and created Team Eager's first merchandise

Professional SMITE Player for Team Eager

April 2016 - May 2016

- Competed in SMITE's Season 2 SPL (SMITE Pro League) under a new brand called Team Eager

Professional SMITE Player For Dignitas

September 2015 - April 2016

- Competed in SMITE's Season 1 SPL (SMITE Pro League)
- Traveled to Atlanta, Georgia for the Regional Finals LAN
- Created content for Dignitas via Twitch and YouTube

EDUCATION

Gloucester High School, Gloucester, VA — *Diploma*

September 2003 - June 2007

ECPI University, Newport News, VA — *Associates in Network Security*

September 2009 - June 2012