

# Dennis Vidal

## GAME DEVELOPER



Ambitious game developer with a good understanding of most game development aspects, always looking to improve his skills and learn something new along the way.

### SKILLS

C++ • C# • C • HLSL

Unreal • Unity • Enfusion • Vektoria  
Visual Studio • VS Code  
Git

- Broad range of experience across numerous genres of games.
- Considerable knowledge of most fundamental game development components and processes.

### WORK EXPERIENCE

#### GAME ENGINEERING INTERN

Allmatic GmbH March 2018 - July 2018

- Created models, animations and renderings of products to enhance marketing campaigns.
- Advised leadership on the viability of VR and Unreal projects through research and prototyping.

### EDUCATION

#### M. Sc. with distinction in Game Engineering & Visual Computing

University of Applied Sciences May 2022  
Kempten, Germany

#### B. Sc. in Computer Science - Game Engineering

University of Applied Sciences July 2020  
Kempten, Germany

### PROJECTS

#### NEON COIL

- Designed and realized the entire game loop using Unreal's gameplay framework, keeping the project within a two week timeframe.
- Developed an extendable spawning system to keep the gameplay interesting at all times.
- Utilized both Lumen and Niagara to create esthetically pleasing visuals.

#### RESEARCH RAVINE

- Analyzed isosurface extraction algorithms and created compute shaders to generate terrain in realtime on the GPU.
- Developed an octree-based LOD system to allow for farther terrain view distances.
- Devised GPU algorithms to seamlessly connect neighbouring terrain sections of different sizes.

#### CTHULHU ATTACKS

- Constructed a general game loop with wave-based minion and boss spawning.
- Implemented object pooling to prevent frame drops during wave spawning and firing.
- Programmed boid-based movement to create immersive enemy behaviour.

#### DAYZ MODS - BANKING & FAST TRAVEL

- Implemented an immersive system to fast travel between configurable locations, improving the experience in regards to travel times around maps.
- Developed a banking system from scratch to give players additional gameplay options.
- Instructed 100+ people on how to install, modify and extend the mods.