Dennis Vidal

Game Programmer

Programmer with a strong game development background and expertise with C++ in a game environment, always eager to improve and learn something new along the way.

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SKILLS

- Broad range of experience across numerous game genres
- Extensive knowledge of game components and processes
- Experience working and communicating across disciplines

C++ • C# • HLSL
Unreal • Unity • Enfusion (Modding)
Visual Studio • VS Code • Git

EDUCATION

Master of Science: Game Engineering and Visual Computing May 2022
University of Applied Sciences Kempten, Germany | 1.1 / 1.0 | with distinction | top of class

Bachelor of Science: Computer Science – Game Engineering July 2020
University of Applied Sciences Kempten, Germany | 1.5 / 1.0

EXPERIENCE

Modding Support Volunteer | DayZ Community August 2019 – Present
- Helped players and server owners resolve issues by debugging mods and assessing crash logs
- Provided guidance to dozens of aspiring modders, aiding in the setup, creation, and extending of mods

Game Engineer Intern | Allmatic GmbH March 2018 – July 2018
- Advised leadership on the viability of VR and AR projects in Unreal through research and prototyping
- Supported the marketing department by creating models and animations to enhance product advertising

PROJECTS

Neon Coil
- Utilized C++ and Unreal's gameplay framework to create an extendable arcade shooter within 2 weeks
- Implemented a flexible item and enemy spawning system to keep the gameplay easily adjustable
- Gained experience with Niagara, Lumen, and Paper2D to create aesthetically pleasing visuals

DayZ Mods
- Produced several popular mods focusing on the player experience, leading to over 1.5 million users
- Explored and analyzed the game's codebase and systems to integrate new gameplay mechanics
- Designed custom systems with replication in mind to enable efficient data synchronization in multiplayer

Research Ravine
- Created a VR game that uses specialized hardware to increase immersion and reduce motion sickness
- Realized isosurface extraction in compute shaders to build procedural terrain in real-time on the GPU
- Developed an octree-based LOD system to optimize performance and allow for far larger environments

Cthulhu Attacks
- Collaborated with artists and other programmers to ensure new features fit seamlessly into the game
- Improved the gameplay using boid-based steering behaviors, resulting in immersive, naturally flying AI
- Prioritized responsibilities through Scrum to guarantee the completion of tasks and mechanics on time