



Philipp Vidal

Game Developer

Enthusiastic game programmer with well-rounded experience in many game development fields who is eager to continue growing as a programmer and improve their knowledge.

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Skills

Languages:

C++ • C# • C • Enforce

Engines:

Unreal • Unity • Enfusion • Vektoria

Tools:

Visual Studio • VS Code • Git
Blender • Substance Painter

- Knowledge of most essential game development components.
- Insight into many of the different fields that make up the game development process.
- Extensive experience with many different game genres.

Education

M. Sc. in

Game Engineering & Visual Computing

University of Applied Sciences
Kempten, Germany, 2022,
CGPA: 4.0, Graduated with distinction

B. Sc. in

Computer Science - Game Engineering

University of Applied Sciences
Kempten, Germany, 2020,
CGPA: 3.7

Projects

Modding Experience - DayZ

- Gained familiarity with the inner workings of the game and its engine.
- Developed a user-friendly, flexible base raiding system that is configurable for most scenarios.
- Collaborated with the community by providing support and guidance in setting up and expanding my mods, leading to a user base of over 1.6 million within 4 years.

Not Doodle Jump

- Developed a game prototype adhering to a strict timelimit of one week, following a set of rules and guidelines inspired by the game Doodle Jump.
- Implemented all gameplay mechanics and systems, including functionalities like garbage collection and collision detection.
- Leveraged C++ features such as polymorphism, lambda expressions, and templates to ensure clean and maintainable code.

Avoiding Motion Sickness in VR

- Integrated several gameplay features to provoke sickness symptoms in a targeted manner.
- Implemented multiple methods to reduce or eliminate the occurring symptoms.
- Constructed a level-based game loop to facilitate testing and analysis of potential sickness sources in various gameplay scenarios.

Compulsive Hoarding in VR:

- Worked with a group of students and a team of psychologists to create a game for use in therapy.
- Leveraged SteamVR's interaction system to enable immersive manipulation of the virtual world.
- Used GitLab and SCRUM to ensure a timely completion of the project.

Work Experience

Game Engineer Intern

Allmatic GmbH, August 2018 - January 2019

- Prototyped an AR application for product visualization targeted at mobile devices.
- Produced animations and 3D renderings for product advertisements and the companies online store.

Modding Commissions - DayZ

2019 - 2023

- Completed various commissions, ranging from creating simple custom scripts to debugging existing mods and game servers.
- Provided instructions and guidance on the modding process, imparting knowledge to other aspiring modders.