



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.

- 🌐 PhilippVidal.github.io
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Skills

Languages:

C++ • C# • C • HLSL

Game Engines:

Unreal • Unity • Enfusion • Vektoria

Tools:

Visual Studio • VS Code • Git
Blender • Substance Painter

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

Education

M. Sc. with distinction in

Game Engineering & Visual Computing

University of Applied Sciences Kempten,
Germany (2022), CGPA: 4.0

B. Sc. in

Computer Science - Game Engineering

University of Applied Sciences Kempten,
Germany (2021), CGPA: 3.7

Experience

Avoiding Motion Sickness in VR:

- Implemented several common game features and design elements that can affect Motion Sickness, such as certain locomotion methods and particular visual stimuli.
- Programmed several methods to reduce or outright avoid the occurrence of symptoms in users.
- Constructed a level-based game loop that allows testing of potential motion sickness sources under varying gameplay conditions.
- Conducted a small-scale study on how a more natural input method can affect the user experience and occurrence of Motion Sickness.

Procedural vegetation in AR:

- Used the Spatial Mapping feature of the HoloLens 2 to dynamically place vegetation within the play area.
- Implemented a system that procedurally generates ivy vines along surfaces in the user's environment.
- Added an interactive gameplay loop to enhance the user experience and provide replayability.

Group Project - Compulsive Hoarding:

- Used SteamVR's interaction system to enable immersive manipulation of the virtual world.
- Worked with a team of six other students using GitLab and SCRUM to guarantee a finished product by the end of the project deadline.
- Cooperated with external psychologists and implemented their feedback into the project.

Modding Experience - DayZ:

- Gained familiarity with the inner workings of the game and Enfusion engine, which at the time had relatively sparse documentation.
- Developed a user-friendly and easily configurable base raiding system that can be adapted to most gameplay situations and is highly extendable.
- Provided support as well as assistance in setting-up the mod and extending it, leading to over 1.5 million users in 3 years.