







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.

-  Murnau, Bavaria, Germany
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Skills

Languages:

C++ • C# • C • Enforce

Game Engines:

Unreal • Unity • Enfusion • Vektoria

Tools:

Visual Studio • VS Code • Git
Blender • Substance Painter

- Insight into many different game development fields.
- Extensive experience with many different game genres.

Education

Master of Science, with distinction *Game Engineering & Visual Computing*

University of Applied Sciences
Kempton, Germany
October 2022 Grade: 1.0 (CGPA: 4.0)

Bachelor of Science *Computer Science – Game Engineering*

University of Applied Sciences
Kempton, Germany
March 2021 Grade: 1.4 (CGPA: 3.7)

Projects

Neon Coil

- Implemented an ability system similar to Unreal's *Gameplay Ability System* and setup the associated abilities.
- Created several *Niagara* effects and custom materials in combination with *Lumen* to give the game a stylized appearance.
- Utilized Unreal's gameplay framework to accomplish a clear game loop with easily manageable classes within two weeks.

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 1.7 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.

Compulsive Hoarding in VR:

- Worked with a group of students and external 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.
- Produced animations and 3D renderings for product advertisements and the companies online store.