

Erwin Oudomvylay
Game Developer & Programmer
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Education

University for Applied Sciences, Ansbach (October 2022 – estimated: March 2027)

- Visualization and Interaction in Digital Media ([VIS](#))
- Specializing in Game Development & Programming

Projects

[The Story Of Tanuki](#) ([Code Example](#)) *2D Top-Down Adventure, Unity (2023)*

Programmer

- completely done in Visual Scripting
- movement, tasks and custom dialogue system
- enemy behaviour with state graphs

[Intergalactic Basketball VR](#) ([Code Example](#)) *VR Physics Simulation, Unity (2024)*

Programmer & Sound Designer

- XR Interaction Toolkits implementation
- recurring GameObjects with singletons

[Late Knight Snack](#) ([Code Example](#)) *Third-Person Game Jam, Unity (2024)*

Programmer & Animation Controller

- Game Jam made in 3 days
- CharacterController and NavMesh implementation
- movement and enemy behaviour with state machines
- imported human animations from Mixamo

Skills

Programming: C#, Visual Scripting, HTML, CSS

Software: Unity, GitHub

Specialization: Game Mechanics, Game Design