



# 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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- github.com/PhilippVidal

## 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 a variety of 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 set up 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 time limit 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 company's online store.

### Modding Commissions - DayZ

2019 - 2023

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