Vincent Vogl

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Technical Skills

LANGUAGES: C++, C#, Python, JavaScript, GDScript
ENGINES: Unreal Engine 5, Unity, Godot Engine
TOOLS: Git, Jira

Education

09/2019 – 12/2025 **Carleton University, Ottawa, Canada**
Computer Science B.C.S Honours Degree
(CGPA 10.05/12)

Game Development Projects

01/2026 – Present **Turn-Based Tactics Game Prototype – Personal Project**
Unreal Engine 5 | C++

- Developed a hex-grid turn-based combat system inspired by strategy games such as Heroes of Might and Magic
- Implemented procedural hex-grid generation, tile selection, and unit movement using BFS-pathfinding with visual indicators
- Integrated character animations through Animation Blueprints, synchronizing gameplay states through event signalling
- Built gameplay UI using UMG Widgets and Blueprint-driven interfaces to display gameplay information and actions

01/2026 – Present **RPG Gameplay Systems Prototype – Personal Project**
Godot Engine | *GDScript* | *JSON*

- Developed a top-down RPG prototype in Godot Engine (GDScript) inspired by large-scale RPG systems such as *World of Warcraft*
- Structured gameplay logic into modular components to support scalability
- Implemented player combat and spell systems including projectile casting, level-based unlocks and stat-scaling
- Designed a dynamic loot system with drop tables, item stacks and loot containers integrated with the UI
- Built an event-driven HUD interface that displays character stats, spell abilities and a hotbar interface
- Implemented save/load functionality using JSON serialization to persist player progression and inventory state

01/2025 – 06/2025 **Game Design Project – Anxiety Simulation**
Godot Engine | *GDScript*

- Co-developed an educational 2D game simulating the experience of anxiety during grocery shopping, using Godot Engine
- Implemented UI/UX components and in-game logic with GDScript, Godot's scripting language
- Designed structured levels with Tilemaps and Tilesets, optimizing for pacing, layout and difficulty

09/2025 – 12/2025 **Computer Graphics Project – Painterly Aesthetic via Modified Normal Maps**
C++ | *openFrameworks*

- Co-developed an algorithm to achieve a painterly visual style by modifying surface normals of 3D objects
- Designed and implemented an interactive 3D scene using C++ and openFrameworks to compare standard rendering with stylized, normal-modified rendering
- Implemented custom vertex and fragment shaders for lighting, shading and visual effects, including normal manipulation and stylized rendering techniques

Work Experience

03/2019 – 08/2019 **metricminds, Frankfurt, Germany**
Quality Assurance Tester

- Performed QA testing for the virtual reality game "Catch and Release" to recreate and give documentation on game-breaking bugs
- Examined various approaches discussed by the Lead Programmers to tackle bugs and gained insight into professional handling of these problems
- Operated on motion and face tracking software to assist the design team in the development of 3D models

09/2022 – 06/2023 **Carleton University, Ottawa, Canada**
Assistant Frontend Web Developer

- Strengthened practical expertise of HTML, CSS and JavaScript within a collaborative, production-level environment
- Coordinated projects and workloads with two senior web developers, mainly through GitHub and Microsoft Teams
- Worked within Jira-managed sprints to organize tasks, track progress, and coordinate development priorities

Additional Information

LANGUAGES: German (Native); English (Fluent); Japanese (Conversational)
NATIONALITY: German