

Martin Viidik

Game Developer

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Summary

Game Developer with an extensive modding background, having worked on various commercial and non-commercial projects. Experienced with numerous game engines and modding tool-kits. Adept at learning and adapting to new technologies, tool sets and complex technical concepts. Passionate about combining technical knowledge with the creativity of game development.

Skills

- Game Engine knowledge (Unity, Unreal Engine 4, Creation Engine, HPL3, Divinity Engine 2)
- Coding and scripting (C#, AngularJS, VueJS, Python, Java, UE4 Blueprints)
- Testing and Documentation (Git, Jira, Confluence)
- Strong communication and teamwork skills

Work Experience

Unreal Engine Developer (VR/AR)

June 2020 - Present

Realworld One

Using Unreal Engine 4 to build interactive Virtual Reality solutions for the life science and analytical, pharmaceutical, chemical and processing industries.

Participating in the content creation pipeline as a technical designer, working together with other artists and engineers to ensure the end product matches clients specifications and desired level of quality.

Software Developer

September 2019 - April 2020

Helmes AS

Full-stack web development for various start-ups

Worked with .NET, Java, VueJS, AngularJS

Data Integration for MTR Nordic transport and logistics systems.

Worked with .NET, iCore, Microsoft Workflows, Azure

Software Developer Conscript

July 2018 - May 2019

Estonian Defence Forces

Mandatory 11 month long military service. Assigned to Cyber Command units Software Development team

Participated in software development and UX design process. Responsible for documentation and problem management. Worked with Java, Maven, Puppet, AngularJS, GitLab

Extracurricular Projects

The Elder Scrolls Renewal: Skywind

July 2019 - Present

Creation Engine

Large scale community project aiming to re imagine Elder Scrolls 3: Morrowind in Skyrim's engine. Working on overall world and level design. Along with scripting of in-game NPCs and encounters

Independent developer

2016 - Present

Unity, Unreal Engine

Actively using unity & UE4 for small projects/prototypes and contract work. Participating in various gamejams, ranging from Ludum Dare's, global game jams to specific events. Released over 10 games at this point. Acting as a designer and a gameplay programmer

Uncommonwealth

2016 - 2018

Creation Engine

Total-Conversion mod for Fallout 4. Built a vast worldspace from scratch, with new NPCs, in-game locations, quests and gameplay set pieces. Learning piece for working on open world games.

Education

Bachelor's Degree in Computer Science

2015 - 2018

Tallinn University

Specialization in Software Development