

Eric Nortmann

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EDUCATION

University of Central Florida

Orlando, FL

B.S. in Computer Science, Minor in Digital Media – GPA: 3.91

June 2024 – May 2028

- **Clubs:** EXCEL, Knighthacks, Esports at UCF (Team Manager), Graphic Programming Knights (Outreach Lead)

SKILLS

Programming Languages: Python, C, C++, C#, JavaScript, HTML, CSS

Game Engines: Unity, Unreal Engine

EXPERIENCE

Limbitless Solutions

Orlando, FL

Assistant Scholar

May 2025 – Present

- Developed core gameplay systems for “Super Bionic Bash,” an interactive training game built in Unreal Engine 5 designed to gamify the rehabilitation process for children receiving bionic limbs.
- Engineered modular actor classes and mechanics using C++ and Object-Oriented Programming, ensuring the codebase is scalable and optimized for real-time performance.
- Mapped EMG inputs directly to in-game actions, allowing the bionic hardware to function as a game controller.

UCF Institute for Simulation and Training

Remote

XR Software Engineer Intern

December 2025 – January 2026

- Created V-RADS (Virtual Radiation Awareness & Detection System) for METIL, in partnership with the Department of Energy (DOE) and ORETTTC (Oak Ridge Enhanced Technology and Training Center).
- Developed a modular radiation detection system in Unity 6, utilizing the Inverse Square Law to simulate realistic radiation spread and dosage.
- Built custom XR Interaction Toolkit mechanics, including a virtual Geiger counter and locomotion systems optimized for user comfort.

PROJECTS

Campfire Cryptid | *Unity, C#, Github, Aseprite*

July 2025

- Developed a survival horror game for a 48-hour game jam where it won the Community Favorite award; assisted in creating minigames and incorporating global data.
- Developed a custom hit detection algorithm by calculating and comparing the world space bounds of UI elements.
- Engineered a dynamic enemy spawning system to instantiate and position objects at timed intervals, automatically destroying enemies after a set duration to maintain performance.

EUCF Chatbot | *Next.js, CSS*

June 2025

- Collaborated with a team to create a website for Esports at UCF during a 12-hour AI-focused hackathon.
- Implemented an AI chatbot using Google Gemini API to provide curated information about Esports at UCF, enabling accurate responses to user queries.
- Integrated advanced AI features, including a chat summarization tool to enhance information retrieval, and designed a user-friendly floating action button.

Dance Fighter | *Unity, C#, Github*

April 2025

- Developed a 2D fighting game for a 12-week event for the Knight Hacks Project Launch, placing 3rd out of 15 projects at the demo.
- Implemented and managed game state variables, including player health and win conditions.
- Updated UI elements such as health bars and win messages through real-time event-driven logic.
- Used Unity’s Coroutine system to manage round transitions and the game’s pacing.

AWARDS & CERTIFICATIONS

Certifications: Adobe Photoshop, Unity Essentials Pathway, Unity Junior Programmer, Akamai Network Engineering, Akamai Customer Consulting and Support

Awards: 3rd/15 - KnightHacks Project Launch 2025, Community Favorite Award - GameDevKnights Summer 2025 Game Jam, UCF President’s Honor Roll Recipient