Eric Nortmann

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EDUCATION

University of Central Florida GPA: 3.86 Orlando, FL

Bachelor of Science in Computer Science, Minor in Digital Media *June 2024 – May 2028*

EXPERIENCE

Assistant Scholar - Limbitless Solutions May 2025 – Present

Orlando, FL

Serve as a programmer on the Games Team at Limbitless Solutions, contributing to the design and development of interactive training games for children with bionic limbs in Unreal Engine. These games are designed to be played using the prosthetic devices as input controllers, helping users build comfort and familiarity through the gameplay.

Game Programmer Intern - The AAT Project January 2025 – May 2025

Remote

Developed core systems for a turn-based combat game in Unity using C#. Implemented gameplay functionality utilizing object-oriented programming principles and used enumerations to manage game states, character abilities, combat statuses, and other mechanics. Integrated gameplay mechanics within Unity's scripting environment, contributing to the overall functionality and scalability of the combat system.

PROJECTS

Super Bionic Bash | *Unreal Engine* Present
- Contributed to the development of a party game designed to help kids get used to their bionic arms
- Designed and implemented multiple interactive minigames in Unreal Engine 5 using Blueprints, focusing on accessibility, responsiveness, and player engagement
- Participated in an international Gamejam with a University in Sweden where I worked with a team to create a minigame based off Swedish folklore in 48 hours

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. Helped create small minigames and incorporate 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. Object lifecycle was managed by automatically destroying enemies after a set duration to maintain performance

EUCF Chatbot | *Next.js, CSS* June 2025
- Worked with a team to create a website for Esports at UCF for an AI focused 12 hour hackathon
- Implemented an AI chatbot using Google Gemini API and provided curated information about Esports at UCF, enabling it to accurately answer questions about the club.
- Implemented advanced AI features, including a chat summarization tool, enhancing user interaction and information retrieval from conversation history and designed and implemented a user-friendly floating action button.

Dance Fighter | *Unity, C#, Github* April 2025
- 2D Fighting game made for a 12 week event for Knight Hacks project launch expo where it won 3rd at the demo out of 12 teams
- 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

TECHNICAL SKILLS/CERTIFICATIONS

Skills: Python, C/C++, JavaScript, HTML, Unreal Engine (Blueprints), Unity (C#), Github, Photoshop
Certifications: Adobe Photoshop, Unity Essentials Pathway, Unity Junior Programmer, Akamai Network Engineering, Akamai Customer Consulting and Support

ACTIVITES

Clubs: EXCEL, Knighthacks, Game Dev Knights, Managerial and Content staff for EsportsatUCF