Personal

Name
David Messner

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Email
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Date of birth
18-05-2001

Gender
Male

Nationality
Italy

Driving license
B, AM

LinkedIn
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Languages

German	Native
English	Fluent
Italian	Intermediate

David Messner

Robust experience in creating games while working both in a team and individually. Achieves intended concepts according to project requirements by utilizing diverse technology resources. Poised and committed in listening carefully to critiques and requests, incorporating feedback and boosting project outcomes to surpass expectations.

Education and Qualifications

Bachelor of Science Gaming
Aug 2022 - Present

FH Salzburg Salzburg, Salzburg

This major focuses on the development of computer games and info/ edutainment applications. Game theory, economic and legal aspects of games, modelling, asset preparation, game architecture, game authoring systems, game engines and graphic libraries, game AL, multiplayer games, generative modelling, internationalisation and computer vision as well as augmented reality are part of the studies.
Field of study Multi-Media-Technology with focus on Game Development & Mixed Reality

Matura (Equivalent to High School Diploma in Italy)
Aug 2017 - Jun 2021

Technologische Fachoberschule (TFO), Bruneck

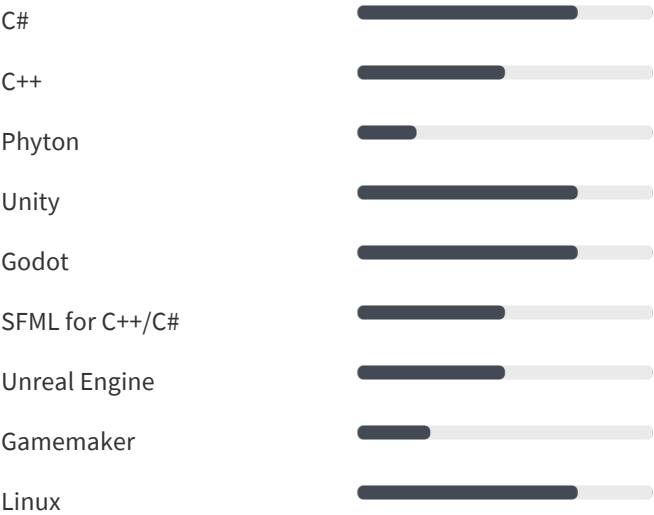Focus on chemistry, materials and biotechnology.

Work experience

Frontend Web Developer
Aug 2024 - Dec 2024

Leitner, Sterzing

uring my internship at Leitner AG as a Frontend Web Developer, I worked on a ski lift control interface using C++ and the MudBlazor component library. My main task was to translate detailed design mockups into responsive and functional user interfaces. I implemented the necessary frontend logic and occasionally used JavaScript to support specific interactive features.

Machine Operator
Jul 2023 - Aug 2023

Milchhof Sterzing, Sterzing

Safely operated machining equipment as part of a collaborative team of operators. I played a hands-on role in equipment setup and adjustment, ensuring optimal configurations for daily operations. Loading raw materials into machines and efficiently unloading finished products were key tasks that I executed with precision to uphold a smooth manufacturing process.

Skills

C#	▰▰▰▰▰▱▱
C++	▰▰▰▰▱▱▱
Phyton	▰▰▱▱▱▱▱
Unity	▰▰▰▰▰▱▱
Godot	▰▰▰▰▰▱▱
SFML for C++/C#	▰▰▰▰▱▱▱
Unreal Engine	▰▰▰▱▱▱▱
Gamemaker	▰▰▱▱▱▱▱
Linux	▰▰▰▰▰▱▱