

Damian Dalinger

Programmer, Game Designer

EDUCATION

○ Since 2022

Hochschule Neu-Ulm

- Currently studying Game-Production and Management (B.A.) in the 6th semester

○ 2014 – 2022

Graf-Münster-Gymnasium Bayreuth

- Successfully completed the Abitur (1,9)
- Completed a voluntary social school year (FSSJ)

EXPERIENCE

○ Since 2023

Kaufland Vertrieb GmbH & Co. KG

Student Job

- Customer support
- Assistance in the store

○ 2021 – 2022

GOLD Unternehmensentwicklung GmbH

Part-time Assistant

- Preparation and follow-up of workshops and seminars
- Support with administrative tasks
- Collaboration with project managers and project coordinators in daily business

PROJECTS

2022 - 2025

Game projects at the HNU

During my studies, I worked in teams of 7-9 people on various game projects. We developed a vertical slice of Daunted Diana (2D point-and-click adventure), SmartLink (serious game in collaboration with the Handwerkskammer Ulm), Voivode (3D tactics game) and Folc: The Blossom (story-driven RPG). I also co-designed a board game and am currently working on MasterCaster, a satirical game podcast simulation. Throughout these projects, my primary role was programming, with regular contributions to game design.

CONTACT

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🌐 damiandalinger.github.io

PROFILE

Motivated Game Production and Management student with a strong focus on technical implementation using Unity and Unreal Engine. Fluent in English, team-oriented, and analytically minded, I enjoy tackling complex development challenges.

LANGUAGES

🇩🇪 German (native speaker)
English (C1)

STRENGTHS

Team-oriented Structured Reliable
Independent Rational Curious
Solution-oriented

SKILLS

ENGINES/LANGUAGES

Unity Unreal C#

SOFTWARE

Visual Studio Code Power Point
GitHub Notion Word

HOBBYS

Cooking Game Development
Reading Sports