



Damian Dalinger

Programmer, Game Designer

EDUCATION

Since 2022

Hochschule Neu-Ulm

- Currently studying Game-Production and Management (B.A.) in the 5th 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

Part-time Assistant

- 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

PROJECTS

2022 - 2025

Gameprojects at the HNU

During my studies, I worked in teams of 7 to 9 people on various projects. In the second semester, we developed a Vertical Slice for a 2D Point-and-Click Adventure. In the third semester, the focus was on a Serious Game created in close collaboration with our client, the Handelskammer Ulm. In the fourth semester, we worked on a 3D real-time tactical game, and in the fifth semester, we developed a Vertical Slice of a role-playing game. Additionally, in the fifth semester, I collaborated with a teammate to design a board game. My main responsibility was the technical implementation of the projects, while I also took on some tasks in design.

 08.01.2004

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 German, English (C1)

PROFILE

I am a dedicated student in the field of Game Production and Management with a focus on the technical implementation of semester projects using Unity or Unreal Engine. Fluent English skills, teamwork, and an analytical mindset help me effectively tackle complex challenges.

STRENGTHS

Team-oriented Structured Reliable
Independent Rational Curious
Solution-oriented

SKILLS

ENGINES/LANGUAGES

Unity Unreal C#

SOFTWARE

Visual Studio Word Power Point
GitHub

HOBBYS

Cooking Game Development
Reading Sports