Damian Dalinger

Programmer, Game Designer

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

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 Unternehmungsentwicklung 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 to 9 people on a variety of game projects. In the second semester, we developed a vertical slice for a 2D point-and-click adventure. The third semester focused on a serious game created in close collaboration with our client, the Handwerkskammer Ulm (Chamber of Crafts in Ulm). In the fourth semester, we built a 3D real-time tactics game, followed by a vertical slice of a role-playing game in the fifth semester. Alongside that, I also co-designed a board game with a teammate. My main role throughout these projects was technical implementation, but I regularly contributed to game design as well.