David Märzendorfer

Experience

Mezzanin Theater Graz

Freelancer • Jan, 2023 — May, 2023

Creating of an interactive hand-tracking game for a theatre lobby made with Unity.

valantic Austria

Intern as Back-end developer • Feb, 2022 — Aug, 2022

Back-end developer working with the php content management system Pimcore.

IBM iX Austria GmbH

Intern • 2018

Internship in Quality Assurance. Responsible for writing automated tests in Selenium.

Education

University of Applied Science Salzburg

Master of Science, MultiMediaTechnology - Game & Simulation Engineering • 2022 — 2025

Different aspects of Game Development, including but not only Game Engine Architecture, Physics-based Simulation, GPU-based Simulation and Mixed Reality Technologies. Mostly working with Unity.

University of Applied Science Salzburg

Bachelor of Science in Engineering, Information Technology & Systems Management - Media Informatics & Image Processing • 2019 — 2022

Focus on Image and Video Encryption with software such as ffmpeg as well as basics in electrical engineering, embedded programming and signal processing.

HTL Grieskirchen

High School Certificate • 2018

Various experiences with subjects such as Java, HTML, CSS, JavaScript, React, C#, .NET, Cisco, Git etc.

Projects

Foetality: Fetus Deletus

Manager and Lead programmer • 2025

A whacky local multiplayer game jam game that was polished until it was eventually released on steam.

Navigation and Manipulation of Multiple Live Viewpoints for Virtual Reality Head-mounted Displays in a Museum Setting

Developer • 2025

Master-Thesis. An investigation on effective placement and manipulation of multiple live viewpoints in VR.

IntelliSynth

Developer • 2022

Bachelor-Thesis Project. An interactive musician using a transformer AI model which allows human and machine to create music together.

Skills

Languages

Fluent in German and English

Programming

I have been programming since 2013. Experience with Java, C, C++, C#, HTML, CSS, JavaScript, VB, PHP, Phyton, …

Experience with Unity

Various projects in master studies. Mostly gameplay and system programming but have also worked on VFX and game design.

Basic Knowledge in Electrical Engineering and Embedded Programming

Due to College and Bachelor studies. Some projects with Raspberry PIs and Microcontrollers.

Social Links

- **Github**: https://github.com/dmaerzendorfer
- **LinkedIn**: https://www.linkedin.com/in/dmaerzendorfer/
- **Website**: https://dmaerzendorfer.github.io/