

# Karin Domagalska



Game Development Student

## About Me

I am an enthusiastic IT student with an interest in game development. Having done numerous projects, I have solid fundamentals in programming

## Projects

**HAUNTED FOREST** - 3D VR game - *UNITY/C#*

**DANK SOLE** - Souls-like clone - *UNREAL ENGINE 5*

**TIC-TAC-TOE** - WebGL - *C++*

**DAGGERMEISTER** - 2D platformer - *UNITY/C#*

**STRESS-B-GONE** - Stress meter - *PYTHON/RASPBERRY PI*

**SUS(PLANE)ABILITY** - Web based game - *HTML/JAVASCRIPT/PYTHON*

## Portfolio

### GitHub

<https://github.com/karinka1901>

### Itch.io

<https://karinka1901.itch.io/>

### Website

<https://karinka1901.github.io/>

## Education

2022 -

### **BEng in Information Technology**

*Game Development Major*

Metropolia University of Applied Sciences  
Helsinki, Finland

2015 - 2019

### **MA in Politics & International Relations**

University of Aberdeen  
Aberdeen, UK

## Skills

Python

JavaScript

HTML/CSS

Three.js

C++

UnrealEngine/Blueprints

C#/Unity

VR Development

3D Modelling/Blender

## Languages

English

Polish

Russian