

Karin Domagalska



Game Development Student

About Me

I'm a game development student with a wide range of interests, that really enjoys creating things with code and bringing new ideas to life.

I'm a quick learner and always eager to learn more, improve my skills, and explore new technologies.

Experience

09/2024-

Project Assistant -Internship

Helsinki XR Center, Helsinki, Finland

- Gained hands-on experience with XR projects
- Improved programming skills
- Learned new tools and development practices in XR

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

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>

Skills

C#/Unity

XR Development

HTML/CSS

JavaScript

C++

UnrealEngine/Blueprints

Python

Three.js

3D Modelling/Blender