

Karin Domagalska



Game Development Student

About Me

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

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