

PATRICK CHRISTIAN DUNKL

EXPERIENCE

SOLO GAME DEVELOPER | UNREAL ENGINE PROGRAMMER Since 2017

Development of Multiplayer Game Projects: Focused on performance, innovation, and player engagement.

- C++ Programming: Extensive use of C++ to develop robust game mechanics and dynamic gameplay features.
- Design Patterns: Applied various design patterns to enhance code structure and maintainability, including:
 - Command Pattern: For undo/redo mechanisms.
 - Singleton Pattern: For efficient resource management.
 - Facade Pattern: To simplify complex subsystems.
 - State Machines: For managing game logic.
- Slate UI Framework: Specialized in Unreal Engine's Slate UI Framework to create high-performance and interactive user interfaces. Developed new UI functionalities for mobile devices and consoles.
- UX Design: Designed intuitive and visually engaging user experiences.
- Modules & Plugins: Designed and implemented reusable code to streamline development processes.
- Material Creation & Optimization: Developed stylized materials to define a unique visual aesthetic while minimizing performance impact. Reduced instruction counts and optimized materials for diverse hardware configurations.
- Prototyping & Iteration: Quickly prototyped game concepts and iteratively refined mechanics and features based on feedback.

PROJECTMANAGER AT MDS, HALLEIN 2023 to 2024

- Project Management in the Print and Mailing Industry: Responsible for overseeing and executing projects, including:
 - Coordinating project phases.
 - Monitoring timelines.
 - Ensuring quality assurance.
- Operational Responsibilities: Focused on optimizing workflows and resolving technical issues.
- Logistics and Supply Chain Management: Planned and organized the storage and transportation of materials and products to ensure efficient and on-time delivery.

SLEEP LABORATORY ASSISTANT AT HELIOS, SALZBURG 2020 to 2023

Sleep Laboratory Assistant stationed at Kardinal Schwarzenberg Klinikum and EMCO Privatklinik.

Responsibilities included:

- Conducting patient anamnesis.
- Providing informative support and guidance.
- Preparing patients with sensor wiring.
- Analyzing polysomnography results.
- Distributing and explaining CPAP devices.

3D GENERALIST [INTERNSHIP] AT ANIMANOPTIKUM, HALLEIN 2017

Mandatory Internship During Studies:

- Responsible for modeling, rigging, and dynamics simulation for the founder's personal project.
- Additionally handled rigging, dynamics, and rendering for a commercial advertising film project.



Tech Enthusiast with expertise in visual design and computer animation, as well as a strong passion for game development.

SKILLS

Unreal Engine
C++
Adobe CS
Blender, Maya, ZBrush
Substance
3D Modeling
3D Printing
Stable Diffusion, Comfy UI
Visual Studio
MS Office

LINKS

[Portfolio](#)
[LinkedIn](#)
[Github](#)

LANGUAGES

- German [Native]
- English [B2]

EDUCATION

BACHELOR OF ARTS IN ARTS AND DESIGN UNIVERSITY OF APPLIED SCIENCES SALZBURG

2015 to 2018

Major: MultiMediaArt - 3D Computeranimation

Minor: Game-Design

Pass with merit

UNIVERSITY ENTRANCE QUALIFICATION EXAMINATION FOR COMPUTER SCIENCE AT PARIS LODRON UNIVERSITY OF SALZBURG

2014

Completed exams in Mathematics II, English, Physics, and Programming.

HANDELSAKADEMIE II SALZBURG

2009 bis 2013

Specialization: IT