



PROFILE

# DOMINIK DAMMER

GAME DESIGNER / PHILOSOPHER

**Birth:** 29.10.92  
**Address:** Zwischen den Giebeln 9  
13591 Berlin  
**Mobile:** 015201763241  
**Website:** <http://dominik-dammer.de/>



EXPERIENCES

**Inline Online Dienste - Phondex - Game Design** 6.22 - 08.22  
- Unity (C#)

System-, Feature Design, Prototyping, Documentation, Balancing

**Crafting Legends - Death Trash - Game Design Intern** 6.22 - 08.22  
Team of 3 - Unity (C#)

System-, Feature Design, Prototyping, Documentation, Balancing  
Credited

**S4G - Out of the Box - System Design** 12.21 - 02.22  
Team of 11 - Unity (C#)

System-, Feature- Design, Documentation, Game Feel and Mood,  
Playtesting, Sound Design



SKILLS

### Professional

System-, Feature Design  
Documentation  
Playtest planning & execution  
UX  
Prototyping  
Balancing  
Marketing

### Tools

Unity, Godot, Unreal  
Photoshop, Indesign  
Visual Studio, Notepad++  
Sourcetree, Git, Mercurial  
Trello, Miro  
Google Docs, Open Office

### Languages

German (native)  
English (fluent)  
French (C2)  
Italian (A2)  
C# (Basic)



EDUCATION

10.20 - 10.22 **S4G - School for Games**  
Certificated Game Developer, Focus Game Design  
6.20 - 10.20 **WBS Training**  
Social Media Manager Certificate  
10.14 - 03.19 **University of Potsdam**  
Bachelor of Arts - Philosophy / French Philology