



Dominik Dammer

Game Designer
Philosopher

*System Design, Non-violent mechanics,
animal & tech ethic*

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<https://dominik-dammer.de/>



Oct. 1992, Berlin, Germany



Objective

Make players question their own behaviors and reflect upon their moral actions. Connecting Game Design and Philosophy with the desire to enrich the world and gaming industry in innovative ways.

Skills



Design

- Systems Design, implementation
- Game mechanic design
- Non-violent game mechanics
- Visually and cooperative documentation
- Playtest conduction and iteration
- holistic problem solving



Software

- Microsoft Office & Google Docs
- Git, Sourcetree, TortoiseHg
- Visual Studio
- Photoshop
- Fmod
- Audacity
- Blender
- Miro
- DaVinci Resolve



Code

- C#
- Unreal Blueprint
- HTML



Engine

- Unity
- Unreal 5
- Godot



Languages

- German
- English (fluent)
- French (C2)

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Message...



Experience

Bugs and Bunnies Studios, Solo Dev


- Hungry to Bed (PC, Virtual Slice)
 - Code, Design, Art, Sound, Marketing


 2022-now

 Berlin

Inline Internet Online Dienste GmbH , Game Design


- Phondex (Mobile, in development)
 - Designing and connecting different minigame mechanics and embedding them in a bigger scale game. UI/UX of early prototypes. Construction of documentation wiki.


 2022-2023

 Berlin, Remote

Crafting Legends , Game Design Intern)


- Death Trash (PC/Console, in Early Access)
 - Overhauling existing design, as well as connecting new mechanics to the core gameplay. Adding additional content and features, such as minigames or weapon modifications. Documentation.


 2022-2022

 Berlin


Fish in a Pocket , Game Design Student


- Out of the Box (PC, released)
 - Concepting, design, iteration and implementation of core game features and mechanics. Coordination of Sound Designers, as well as own sound design and implementation.

 2021-2022

 Berlin, Remote


Education

 2020-2022

 Berlin

S4G - School 4 Games

Certificated Game Developer, Focus Game Design

 2014-2019

 Potsdam

University of Potsdam

Bachelor of Arts - Philosophy / French Philology

Awards

Ubisoft Game Together Berlin 2022

3rd Place for "Out of the Box"



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