

"I want to 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 and be kind to everyone and spread love."



Dominik Dammer

Game Designer
Philosopher

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Oct. 1992, Berlin, Germany



About Me

Game Designer and Philosopher with
a passion for non-violent game
mechanics and animal & tech ethic

Skills



Design

- Systems + Feature Design
- Prototyping + Implementation
- Non-violent game mechanics
- Documentation
- Holding Playtests



Code

- C#
- Unreal
Blueprint
- HTML



Engine

- Unity
- Godot
- Unreal 5



Software

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



Languages

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

Experience

Freelance Game Designer

2024-now

- Game Design, Prototyping, Consulting, Workshops
- Clients
 - Stiftung Digitale Spielkultur, Trotzkind, etc

Solo Dev

2022-now

Bugs and Bunnies Studios

- *Creating commercial games by myself from scratch*
 - *BunnyBall, Hungry to Bed, Unannounced Project*

Game Designer

2022-2023

Inline Internet Online Dienste GmbH

- **Phondex** (Mobile, canceled)
 - Integrated 6 Minigames into one cohesive experience
 - Designed tutorial and progression and UX

Game Design Intern

2022-2022

Crafting Legends

- **Death Trash** (PC/Console, in Early Access)
 - Designed new core mechanic to be integrated after early access, added new minigames and item customizations
 - Creating Documentation for the whole game

Graduation Project

2021-2022

School4Games Berlin

- **Out of the Box** (PC)
- *All system and feature design, holding playtests*
→ **Ubisoft Game Together Award: 3rd Place**

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



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