



DAVID WAGNER

Game Programmer

CONTACT

in [linkedin.com/in/davidwagner-gp](https://www.linkedin.com/in/davidwagner-gp)

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SKILLS

- Programming:
 - C++
 - BP
 - C#
 - GD
- Version Control:
 - Github
 - Diversion
 - Perforce

EXTRA

- Game Design
- 3D Simulation & Animation
- Modeling & Rigging
- Storytelling
- Drawing
- Video Editing

LANGUAGE

German Native

English C2

PORTFOLIO

davidwagner.dev

ABOUT ME

*25.02.2000

Creating games is my passion. While studying at the University of Applied Sciences Vorarlberg, I am taking every opportunity to improve. As a game programmer, I primarily use Unreal Engine 5 but also have experience with Unity and Godot. My goal is to master C++ in Unreal Engine.

PROJECTS

Project Duality since Nov. 2025

- 3D online coop adventure puzzle game with Steam integration

Soulsworn Manor Feb. - June 2025

- 3D terror runner utilizing C++, BP and State Tree AI

GAME JAMS

Breach Protocoll Jan. 2026

- Global Game Jam 2026

Bubble-I-Zation Jan. 2025

- Global Game Jam 2025

Ashes of the Abyss Nov. 2024

- ÖH Hackathon 2024

PRACTICUM

Epic Nova Aug. - Oct. 2025

- Participation in multiple Unreal Engine game projects and a plugin.

ACADEMICS

Politechnic Institute of Leiria Feb. - July 2025

- Semester Abroad, Games and Multimedia BA.

Vorarlberg University of Applied Sciences since 2023

- Bachelor of Arts in Intermedia

Austrian Red Cross Organization 2022 - 2023

- Civic Server, dept. Hohenems

HTL Kramsach, Glas and Chemistry 2016 - 2022

- Graduation as concave glass finisher 2020
- Graduation as technical glassworker with Austrian Matura (A-levels) 2022