IRIS TRUMMER

GAME PROGRAMMING GRADUATE

I am a game programming graduate from Salzburg, Austria with a focus on C# and Unity and a big passion for game development. Throughout my studies at university, I was able to collect different experiences in the field of programming and game development and release multiple titles. My goal is to make small games that bring great joy to people.

Skills

	ADVANCED	BEGINNER TO INTERMEDIATE
PROGRAMMING LANGUAGES	C#	C++
ENGINES	Unity	Godot
VERSION CONTROL	Git	
LANGUAGES	German, English	French

For some open-source code, please take a look at my GitHub Profile.

Education

University of Applied Sciences Salzburg - Master of Science
MultimediaTechnology (Game & Simulation Engineering)
October 2021 - February 2024

University of Applied Sciences Salzburg - Bachelor of Science
MultimediaTechnology (Game-Development and Mixed Reality)
September 2018 - June 2021

Work Experience

WienIT Digi.Lab - Internship
C# and Unity Developer
September 2020 - December 2020

Projects

Coral Cove
Gameplay Programming and Gameplay Direction
December 2021 - September 2023

The Witch's Lair
Gameplay Programming and Level Design
July 2020 - May 2021

For more projects, please visit my portfolio.