Dominik Heiler

Game developer, programmer, and 3rd year student at UWE Bristol. An enthusiastic and self-directed learner, capable of using a range of code languages and game development utilities, in both solo and team environments.

Skill Highlights and Achievements:

• Independent, keen, and flexible with picking up new skills while working with new software.

• Very flexible in time management and organisation, allowing me to schedule work for myself and dedicate set days of my week for either personal projects or dedicated study time.

• Participated in several game-jams, such as Global Game Jam and GMTK Game Jam over multiple years, mainly as a programmer but occasionally as an artist as well, in teams of widely varying sizes.

• Vast experience working as a gameplay programmer and as an internal game system designer, using C++ and C#, as well as some experience working with Python, JavaScript and UE5 Blueprints.

• In-depth understanding of 2D visual design, as well as of asset management and importing workflows when working with 2D graphical assets.

• Extensive knowledge of professional pre-production and research methods used within the industry, as well as a passion for inclusive and accessible design across the whole creative sector.

• 5+ years' experience using Google, Microsoft, and Adobe-based software, for image editing, video production, audio editing, task management, and general design work.

• 4+ years' experience using the Unity engine, for prototyping and for larger game projects, while using both first-party packages and third-party tools.

• Intermediate user of other game frameworks and tools, such as: Unreal Engine 5, SFML, Maya, Tiled, LDTK, OBS Studio, Aseprite, and Sketchbook.

Education:

University of the West of England (UWE Bristol):
September 2023 - May 2026 (Current, full-time)

Currently studying in the third year of the 'BSc (Hons) Games Technology' programme.

Received average grades of ~70% for all 1st year and 2nd year modules.

HSDC South Downs College:
September 2021 - June 2023

Received a Distinction grade for 'UAL Level 3 Extended Diploma in Creative Media Production & Technology (Digital Games Design and Development)'.

Cams Hill School:
September 2016 - June 2021

Received 7 GCSEs, each with Grade 9 (A*), including Mathematics, Media Studies, English Language/Literature, Physics, and Geography.

Received a Distinction* grade for 'Pearson BTEC Level 2 Tech Award - Creative Media Production'.

Contact:

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in www.linkedin.com/in/dominik-heiler-609174229/

Portfolio Links:

🌐 https://www.dominik-justwiz.co.uk/

🏪 https://justwiz.itch.io/

⬤ https://github.com/justwizhhh

Hobbies and Interests:

In my spare time, I enjoy doing exercise in the form of weightlifting and running. I regularly experiment with my own small-scale game prototypes using Unity, as well as frequently draw my own art assets for these prototype games, including custom characters and detailed environments.

Inspirations for game ideas often come from playing other games, going hiking, and travelling with my friends and family. I frequently research new tools and upcoming technologies that could be useful within my workflow, as well as network with other developers in the Bristol and South UK areas, to keep up to date with local opportunities and new game releases.

Languages:

• Native speaker of Hungarian

• Confident, fluent speaker of English