

Contact

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Email

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Portfolio

<https://dankann.wixsite.com/dankann-weissmuller>

Social Media

- [Linkedin](#)
- [GitHub](#)
- [Gitlab](#)

Expertise

- Unity 3D
- Unreal Engine
- C#
- C++
- Git
- Perforce

Expertise

- Reliable code
- Maintainable code
- Scalable code
- Communicative
- Problem solving
- Teamwork
- Learning fast

Dankann Weissmüller

GAME DEVELOPER

I am an industry experienced game engineer specialized in Unity and Unreal, C# and C++. I have architected and developed everything from mobile games and software to multiplayer RPGs for clients around the world and always delivered high quality, maintainable and clear code. I am very organized, dedicated and passionate about my work.

Experience

2021 - Present

Ironbelly Studios

Gameplay Engineer

- Worked on Fractured Veil, a multiplayer RPG, developed using Unreal Engine (C++), on multiple game systems, such as audio, UI/widgets, crafting, inventory, quests and weather
- Developed and maintained internal plugins and frameworks used across multiple game projects in the internal Unreal framework/plugin library (C++)
- I led a team of engineers during development of multiple web/mobile games, using Unity (C#), guiding, reviewing code and maintaining a high quality code base

2019 - 2021

Realvi

Unity Developer

- Worked close with the art and design department
- Wrote and maintained scalable code
- Helped to develop the studio's programming guidelines
- Documented and created features and in-house tools
- Improved internal systems and processes

2017 - 2019

Main Leaf

Game Developer

- Developed a game using PlayCanvas WebGL Game Engine
- Developed game code for multiple platforms
- Worked in the entire life cycle of two projects
- Learned to work under pressure and quickly solve problems

2015 - 2017

Dragontail Studio

Game Developer

- Developed mobile games using Unreal Engine 4

Education

2017

Bachelor of Technology, Video Game Development

UniRitter, Laureate International Universities