



David Märzendorfer

Multimedia Generalist

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about

I am a game dev and multimedia generalist from Austria. Whilst I am a programmer at heart, I have worn many hats such as: PM, QA Engineer, Game Designer, Gameplay Engineer, VFX Artist, Sound Engineer, Animator & Hardware Engineer. I have worked on projects in the domains of Games, Art Installations, Web Dev, Mixed Reality & Graphics Programming.

experience

2026 - Present; QA & AI Engineer @ AhoiKapptn FlexCo
QA; manual and automated testing with Playwright; developing a testing pipeline for web and mobile apps

2023; Freelance Game Developer @ Mezzanin Theatre Graz
Creation of an interactive hand-tracking unity game for a theatre lobby

2022; BE Intern @ valantic Austria
BE developer working with the php content management system Pimcore

2018; QA Intern @ IBM iX Austria GmbH
QA; writing automated tests in Selenium

education

2025 - Present; Master of Arts @ University of Applied Science Hagenberg
Digital Arts; Blender, Houdini, VFX, Animation

2022 - 2025; Master of Science @ University of Applied Science Salzburg
MultiMediaTechnology - Game & Simulation Engineering; Unity, C#, Vulkan, C++

2019 - 2022; Bachelor of Science @ University of Applied Science Salzburg
Information Technology & System Management - Media Informatics & Image Processing; FFmpeg, C++, Linux, Embedded Systems

2013 - 2018; High School Diploma @ Vocational College Grieskirchen
Computer Science; HTML, CSS, Java, React, Cisco, SQL, git, etc.

skills

- x deep knowledge of C#, solid knowledge of C and C++ (learning programming since 2013)
- x intermediate Fullstack Web Dev knowledge
- x experience with full Unity asset creation pipeline
- x intermediate knowledge of Vulkan and HLSL
- x intermediate knowledge of Blender, Houdini and Nuke
- x basics of embedded systems & electronics