

Emiliano Dichter

STUDENT IN INDEPENDENT
GAME PRODUCTION

WORK EXPERIENCE

JULY/AUG

2024

**Centre
d'Entraide de
Jette**

GAME CAMP ACTIVITY CREATOR

- I worked in a summer camp intermittently. My responsibilities included the design and facilitation of different activities for kids while endorsing a pedagogic role.

2017-2020

CoderDojo


PROGRAMMING COACH

- I also worked as a coach for the CoderDojo, an association of volunteers whose goal is to introduce young minds (from 6 to 12) to the world of programming with tools such as Scratch, Microbit, Makey-Makey, Arduino, etc...


ABOUT ME

Hello, I'm Emiliano! I am a very proactive and serious Game Developer that isn't afraid to work under pressure, and that is very autonomous

CONTACT

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HOBBIES

- PC building and hardware
- Tabletop Role Playing Games
- Gaming
- Game Development (personal projects)

EDUCATION

2023 - Ongoing - Howest DAE - Independent Game Production Major

- I am currently studying at Howest university in the DAE (digital arts and entertainment) section. I am pursuing the IGP (Independent Game Production) major, and I am in the second year at this moment.

SKILLS

LANGUAGES

Italian
English
French

KEY SKILLS

3D Modeling
Game Development in C#
2D Graphics/Pixel Art

MASTERED SOFTWARES

Unity Game Engine
Blender/Maya
Substance 3D Painter

Photoshop
Aseprite
DaVinci Resolve