



The Hague



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OBJECTIVE

I am looking for an internship where I can learn as much as possible. I especially want to know what it is like to work in a professional setting and I want to see what skills I can pick up from that.

EMILY KAS

EDUCATION

Game Development, Grafisch Lyceum Utrecht, Utrecht

- Aug 2022 - Present

SKILLS

- C# (Feb 2022)
- Unity (Feb 2022)
- Gamemaker Language (Juli 2020)
- Gamemaker Studio 2 (Juli 2020)
- Unreal Engine 4 (December 2019 – December 2020)

ACHIEVEMENTS

Since starting game development actively I've released quite a few games, most of them I released on Itch.io. I have also released 2 games on Steam; A Strange Hotel (Jun 2021), and Mount Farewell (Jan 2023). Links to all in the section below.

LINKS

- A Strange Hotel: https://store.steampowered.com/app/1595950/A_Strange_Hotel/
- Mount Farewell: https://store.steampowered.com/app/2158540/Mount_Farewell/
- Itch.io: <https://eminspace.itch.io/>
- GitHub: <https://github.com/EmlnSpace1>