



The Hague



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## ABOUT ME

I've wanted to do game development since I was young, and I tried on and off for years, but in late 2019 it actually started to click. I love learning new things and applying those things to my personal projects.

I also write and record songs. On top of that I also play D&D as a DM and as a player. I also play Yu-Gi-Oh competitively.

# 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/](https://store.steampowered.com/app/1595950/A_Strange_Hotel/)
- Mount Farewell: [https://store.steampowered.com/app/2158540/Mount\\_Farewell/](https://store.steampowered.com/app/2158540/Mount_Farewell/)
- Itch.io: <https://eminspace.itch.io/>
- GitHub: <https://github.com/EmlnSpace1>