



Emiliano Dichter

STUDENT IN INDEPENDENT GAME PRODUCTION

WORK EXPERIENCE

AUG 2025

H&D Partners

FREELANCE STUDENT JOB

- Redefined the graphical style and identity of H&D Partners' educational material in the form of a fully animated digital presentation

JULY-AUG 2024

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**Centre
d'Entraide de
Jette**

GAME CAMP ACTIVITY CREATOR

- Designed and facilitated different activities for young kids in a multiple summer camps while endorsing a pedagogic role. These activities often revolved around digital skills, such as animation and programming

2017-2020

CoderDojo

VOLUNTEER PROGRAMMING COACH

- Volunteered as a coach for the CoderDojo, an association 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...

EDUCATION

2023 - Ongoing - Howest DAE - Independent Game Production Major

- Student at Howest university in the DAE (Digital Arts and Entertainment) section, currently attending the 3rd and final year of the IGP (Independent Game Production) major.

SKILLS

LANGUAGES

Italian - Mother tongue
French - Mother tongue
English - C2
Dutch - B2

KEY SKILLS

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

MASTERED SOFTWARES

Unity Game Engine - Intermediate
Blender/Maya - Intermediate
Substance 3D Painter - Intermediate
Excel - Intermediate

Photoshop/Krita - Intermediate
Aseprite - Intermediate
Kdenlive - Beginner

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 has experience working in a team.

CONTACT



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HOBBIES

- PC building and hardware
- Tabletop Role Playing Games
- Gaming
- Game Development (personal projects)
- Homelabbing and server management
- Android app development in Java and Kotlin