



# 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**

**JULY-AUG 2025**

**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 and designer that isn't afraid to work under pressure, and that has experience working in a team.

### CONTACT



Lekkerbeetstraat 2, 8500 Kortrijk  
Rue Medaets 65, 1150 Bruxelles



[emiliano.dichter@gmail.com](mailto:emiliano.dichter@gmail.com)



+32 476 28 93 00



[emilianodichter.com](http://emilianodichter.com)

### 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