Emiliano Dichter

STUDENT IN INDEPENDENT GAME PRODUCTION

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)
- IT and server management

WORK EXPERIENCE

AUG 2025
H&D Partners

POWERPOINT DESIGNER
- Assisted H&D Partners in redefining their education material's graphical style and identity.

JULY/AUG 2024/2025
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. These activities often revolved around digital skills, such as animation and programming

2017-2020
CoderDojo

VOLUNTEER PROGRAMMING COACH
- I also volunteered 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…

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 third and final year at this moment.

SKILLS

LANGUAGES

Italian – C2
English – C2
French – 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