



# Emiliano Dichter

STUDENT IN INDEPENDENT  
GAME PRODUCTION

## WORK EXPERIENCE

**JULY/AUG**

**2024**

**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.

**2017-2020**

**CoderDojo**

**PROGRAMMING COACH**

- I also worked 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...

## 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 is very autonomous

## CONTACT



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## HOBBIES

- PC building and hardware
- Tabletop Role Playing Games
- Gaming
- Game Development (personal projects)

## 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 second year at this moment.

## SKILLS

### LANGUAGES

Italian  
English  
French

### KEY SKILLS

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

### MASTERED SOFTWARES

Unity Game Engine  
Blender/Maya  
Substance 3D Painter

Photoshop  
Aseprite  
DaVinci Resolve