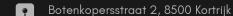


ABOUT ME

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





+32 499 99 99 99

HOBBIES

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

Emiliano Dichter

STUDENT IN INDEPENDENT GAME PRODUCTION

WORK EXPERIENCE

JULY/AUG

2024 Centre d'Entraide de

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...

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 KEY SKILLS

Italian 3D Modeling

English Game Development in C#
French 2D Graphics/Pixel Art

MASTERED SOFTWARES

Unity Game Engine Photoshop
Blender/Maya Aseprite
Substance 3D Painter DaVinci Resolve