



EMELY SCHADT

GAME DESIGN & TECHNICAL ART

Darmstadt | Willing to relocate

emely.schadt@gmail.com

[linkedin.com/in/emely-schadt/](https://www.linkedin.com/in/emely-schadt/)
sleevy.site

Game Designer and Technical Artist in their sixth semester of „Animation and Game“ at Hochschule Darmstadt. Pursuing a Bachelor's Degree in Game Development.

CORE SKILLS

- Unity and Unreal Engine
- Game Design Documentation
- User Testing
- C# Coding
- Narrative Design
- Blender and Maya
- Fluent German and English

EDUCATION

October 2021-Today

Hochschule Darmstadt - Ba. Animation & Game

Focus on Game Design and Technical Art

- Head of student council (Fachschaftsrat) organizing events to make campus life more enriching
- Student representative in the faculty council (Fachbereichsrat) serving as bridge between students and faculty members
- AStA - Public Work Manager (Sharepics, Socials, Printmedia)
- Animation&Game - Public Work Manager (Sharepics, Instagram)

September 2017 - March 2020

August-Bebel Schule Offenbach - Abitur

Focus on Communication- and Media Design

- Designing the 25-years of „August Bebel“ Logo for Shirts and Bags
- Member of the 3D-Printing Working Group

ADDITIONAL

- Proficient in Photoshop, InDesign and HTML/CSS Coding
- Needlework Enthusiast (Stitching, Crocheting, Tattooing)
- Passionate Dungeon Master in Dungeons & Dragons

