



KHADIJA EL SHAMMAA

DESIGNER / GAME ARTIST 📍 BERLIN, GERMANY ☎ +4915236728649

◦ DETAILS ◦

Berlin
Germany

+4915236728649

Khadijashammaa@gmail.com

◦ LINKS ◦

[Website Portfolio](#)

[brokebubble90.itch.io](#)

[Linkdin](#)

◦ TECHNICAL SKILLS ◦

Procreate

Unity

2D Rigging

Adobe Illustrator

Blender

Maya

3D Animation

Adobe Photoshop

Adobe After Effects

Adobe InDesign

Adobe Premiere Pro

C#

Visual Scripting

Unreal

Video Editing

◦ LANGUAGES ◦

Arabic

English

French

Korean

German



PROFILE

Passionate multidisciplinary designer specializing in game development, with academic training in immersive environment design, narrative systems, and data-informed creative strategy. I am eager in merging creative and technical artistry with market research insights and audience engagement tactics to transform abstract concepts into emotionally resonant visual stories. Actively seeking to apply my hybrid skills in art, analytics, and trend-driven storytelling to elevate innovative projects. I am always driven to contribute fresh perspectives and collaborative energy to forward-thinking creative teams.



EDUCATION

Game Design , University of Europe for Applied Sciences , Berlin, Germany

Oct 2022 — Jul 2025

Studied the variants of Game design and Development (Game Art/Design, Utilizing AI, 3D Modeling, C# and Visual Scripting, Production).

International Baccalaureate , Green Land Pré Vert International School, Cairo, Egypt

Jan 2009 — May 2022

Graduated with a 2-Year Business Administration Focus.



RECENT EXPERIENCES

Intern at Cactus Production, Bergamo, Italy

Nov 2024 — May 2025

- Design and Development Research for the ongoing projects.
- Qualitative and Quantitative Market Research and Competitive Analysis on current industry. Orchestrated a creative strategy based on existing data that was benchmarked for each project based on its corresponding market and user segments.
- Conducted research on Early Access that was used as a resource for Funding.
- Concept Art creation as a support for the development and design .
- Created Boss and Enemy Designs with corresponding narrative and combat set designs.

Rune Run at University of Applied Sciences , Berlin, Germany

Apr 2024 — Jun 2025

- Collaborated on concepting an initial art style for the game, creating an art guide to cater to a consistent art style for several artists.
- Created 16 different character sprites, while taking feedback for weekly improvement.
- Assisted animators with 3 rotations of animations and rigged 5 2D models.

Chromatica (Bachelor Project) at University of Applied Sciences, Berlin, Germany

May 2025 — Jul 2025

- Individually created full game concept and narrative based on Bachelor Thesis on the use of Synesthetic Design in games.
- Programmed Global Volume Controller that handles VFX, Post-Processing, game progression and audio.
- Programmed Interaction System that triggers a set of events (Global Volume, Monologue Manager, Progression Manager).
- Worked on different orb VFX that trigger different synesthetic behaviors that represent metaphorical emotional states.