KHADIJA EL SHAMMAA

DESIGNER / GAME ARTIST   ⚲ BERLIN, GERMANY   ☎ +4915236728649

DETAILS

Berlin
Germany
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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 bench marked 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.
- Assited 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.

Marketing Intern at Thoughtfish GmbH , Berlin, Germany
Nov 2025 — Present

- Created copies and short-form content- Additionally scheduled engaging content across social platforms to drive game wishlists.
- Researched and designed detailed marketing campgain strategies to effectively reach core gaming audience post-launch through analyzing platform-specific best practices.
- Fostered community interaction and drafted clear and effective communications for announcements, releases and special dates.
- Created compelling narratives to explain complex game mechanics in an accecible and exciting way for potential players.