

KHADIJA EL SHAMMAA

GAME DESIGNER / ARTIST 📍 BERLIN, GERMANY ☎ +4915236728649

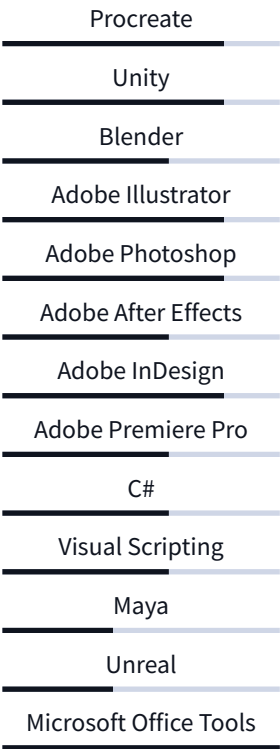
◦ DETAILS ◦

Berlin
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◦ LINKS ◦

brokebubble90.itch.io
[Linkdin](#)
[Website](#)

◦ SKILLS ◦



◦ LANGUAGES ◦



PROFILE

Passionate multidisciplinary artist specializing in 2D/3D 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
October 2022 — July 2025

- Studying the variants of Game design and Development (Game Art, Utilizing AI, 3D Modeling, C# and Visual Scripting, Production).
- 9 Student Games Made.

International Baccalaureate , Green Land Pré Vert International School, Cairo, Egypt
January 2009 — May 2022

Graduated with a 2-Year Business Administration Focus.



RECENT EXPERIENCES

Rune Run at University of Europe for Applied Sciences , Berlin
April 2024 — July 2024

- Collaborated on conceiving 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.
- Helped with 3 rotations of animations and rigged 5 2D models.

Intern at Cactus Production, Bergamo, Italy
November 2024 — May 2025

- Design and Development Research for the ongoing projects.
- Qualitative and Quantitative Market Research and Competitive Analysis on current industry.
- 3D / 2D Asset Production
- Concept Art creation as a support for the development and design .

Chromatica (Bachelor Project) at University of Applied Sciences, Berlin
May 2025 — July 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.