



KHADIJA EL SHAMMAA

GAME DESIGNER / MARKETING ASSOCIATE 📍 BERLIN, GERMANY 📞 +4915236728649

◦ DETAILS ◦

Berlin
Germany
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Khadijashammaa@gmail.com

◦ LINKS ◦

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

◦ TECHNICAL SKILLS ◦

Procreate
Unity
Market Analysis
Bench-Marking
Data Analysis
Blender
Adobe Illustrator
Adobe Photoshop
Adobe After Effects
Adobe InDesign
Adobe Premiere Pro
C#
Visual Scripting
Maya
Video Editing
Unreal

◦ 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.

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.

Branding / Soft Launch Campaign at Subsidiary Start-up for Miro ´s Boulangerie , Cairo, Egypt

Jan 2025 — Present

- Researched competitive brands and pitched concept boards inspired by leading local and international restaurants.
- Developed a comprehensive brand manual, logo, color palette, typography, packaging, and concept menu for investor presentations.
- Creating weekly eCommerce content for brand ´s pr/soft-launch marketing campaign,

