

EMILY ALDEA

Game Developer

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Groningen



SUMMARY

I am Emily, a Creative Media and Game Technologies trans student at Hanze University of Applied Sciences.

I am mainly looking forward to becoming a programmer within the gaming industry, however I have other digital skills past coding.

I have mainly worked in teams of small sizes and helped with all areas of the game development process while focusing mainly on the code, both mechanics and UI/UX implementation depending on the situation.

EDUCATION

Bachelor of Science, Creative Media and Game Technologies

Hanze

09/2025 - 07/2029

SKILLS

Coding

C++ C# GML

GameMaker Studio Unity

Digital Art

Blender

Adobe 3D Substance Painter

Adobe Photoshop Adobe Illustrator

Adobe Premier Pro Adobe Lightroom

Figma

Teamwork

Miro Trello