

An open-minded team player who is always on the lookout for innovative solutions and creative ideas for timely implementation and enjoys team work but is also happy to take on the role of team leader.

Work History

2021 - 2021 **Cashier**

Rewe, Wiesbaden

2020 - 2021 **Cashier**

Edeka, Rodgau

2019 - 2020 **Waitress**

Sowiso, Rodgau

Education

2024 - present **Animation & Game Creative Direction, Master of Arts**
h_da Darmstadt University of Applied Sciences

2021 - 2024 **Game Design & Management, Bachelor of Arts**

Fresenius University

GPA: 1,7

2019 - 2021 **Catholic Theology B.A, Bachelor of Arts**

Goethe University

GPA: No degree obtained

2016 - 2019 **Abitur**

August-Bebel-Schule, Offenbach

GPA: 2,4

2010 - 2016 **Intermediate maturity**

Heinrich-Böll-Schule, Rodgau

GPA: 1,6

2006 - 2010 **Primary school**

Carl-Orff-Schule, Rodgau

Games Exhibitions

Massif Games Convention 2024

with the game "Toch me, If you can!"

Exhibition 24 of the AMD & Fresenius University Wiesbaden

with 4 different games



Celine Mitterle

Currently Looking for:

Internship in the field of
Game Design or Illustration



Personal Info

Address

Max-Planck-Straße 4D
Dieburg 64807

Date of birth

04.02.2000

Citizenship

German

Email

celine.mitterle@hotmail.de

Marital status

Ledig

Phone

0176 68286295

Place of birth

Offenbach

Skills

Team player

Strong communication skills

Organized

Anticipatory

Reliable

Projects

03/2025 - 09/2025	Game Director <i>American Cooking Simulator: Multiplayer</i> First Person Shooter Multiplayer
2024 - 2024	Animator, Game Designer, Concept Artist, 3D Artist, Storytelling, Voice Acting, Editing <i>Where I belong</i> Solo Project 3D-Animation
2024 - 2024	Level Designer, Game Designer, Background Artist <i>Touch me, If you can!</i> 2D-Multiplayer Fighting Game
2023 - 2023	Team Leader, Time Keeper, Game Designer, 3D Artist, Concept Artist <i>Quack Attack</i> 3D-Strategy Game
2023 - 2023	Management, Game Designer, 2D Artist, Storytelling <i>Dots of Life</i> 2D-Puzzle Game with narrative elements.
2022 - 2022	Team Leader, Animator, Storytelling, Character Artist <i>Misfortune comes rarely alone</i> 2D-Animation
2022 - 2022	Storytelling, Character Artist, Environment Artist <i>Lights into another world</i> Solo Project 2D-Animation
2020 - 2020	Vision Keeper, Game Designer, 2D Artist <i>Doodle Bot</i> 2D-Shooter Multiplayer Game

Certificates

2024	TOEFL iBT: English High-Intermediate
2016	ECDL Certificate

Portfolio-Website

<https://www.ayamechiahimura.com/>

Dieburg, 21.01.2026

Celine Littke

Software

Blender	★★★★★
Cinema 4D	★★★★★
Unreal Engine 5	★★★★★
Unity	★★★★★
Adobe Photoshop	★★★★★
Clip Studio Paint	★★★★★
Substance 3D Designer	★★★★★
Substance 3D Painter	★★★★★
Adobe InDesign	★★★★★
Adobe Illustrator	★★★★★
Adobe After Effects	★★★★★
Cubase	★★★★★

Languages

German - Mother tongue
English - B2
Latin - B1

Hobby/Interest

Dungeon & Dragons
Webtoon Artist
Scout
Dungeon Master
Martial arts