

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	<b>Cashier</b> <i>Rewe, Wiesbaden</i>
2020 - 2021	<b>Cashier</b> <i>Edeka, Rodgau</i>
2019 - 2020	<b>Waitress</b> <i>Sowiso, Rodgau</i>

## Education

2024 - present	<b>Animation &amp; Game Creative Direction, Master of Arts</b> <i>h_da Darmstadt University of Applied Sciences</i>
2021 - 2024	<b>Game Design &amp; Management, Bachelor of Arts</b> <i>Fresenius University</i> GPA: 1,7
2019 - 2021	<b>Catholic Theology B.A, Bachelor of Arts</b> <i>Goethe University</i> GPA: No degree obtained
2016 - 2019	<b>Abitur</b> <i>August-Bebel-Schule, Offenbach</i> GPA: 2,4
2010 - 2016	<b>Intermediate maturity</b> <i>Heinrich-Böll-Schule, Rodgau</i> GPA: 1,6
2006 - 2010	<b>Primary school</b> <i>Carl-Orff-Schule, Rodgau</i>

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

Certificates

2024	<b>TOEFL iBT: English High-Intermediate</b>
2016	<b>ECDL Certificate</b>

Portfolio-Website

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

Dieburg, 21.01.2026

Celine Little

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