

# S I L V A T Y A

## Semester 3



**Philipp Aubertin**  
Projekt Management



**Ashley Bekemeier**  
Engineering



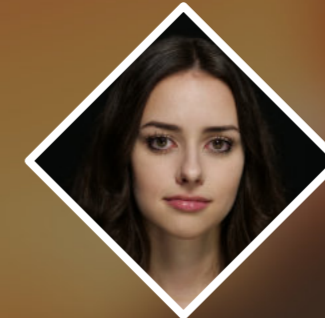
**Till Drägerhof**  
Engineering



**Nadine Harter**  
(Alumni) Art Director



**Jennifer Grasberger**  
3D Art



**Maike Knoll**  
Engineer



**Andreas Kraft**  
Sound Design



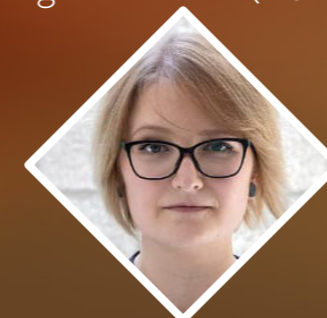
**Dorothea Messner**  
Animation Artist



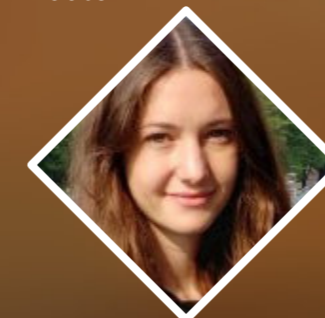
**David Moser**  
Animation Advisory



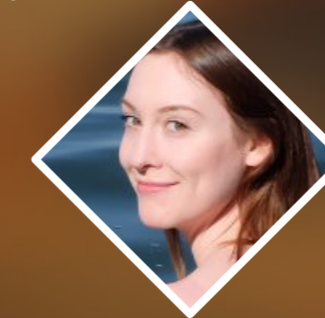
**Benjamin Münster**  
Level Designer



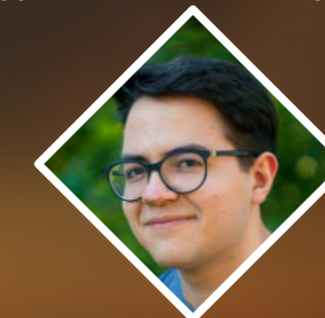
**Marina Firmhofer**  
(Alumni) Facial Rigger



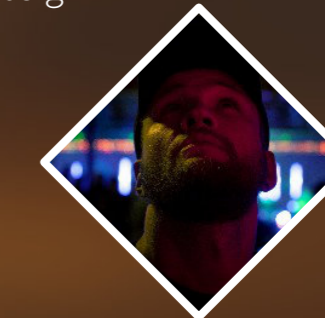
**Isabelle Meindl**  
Content Manager



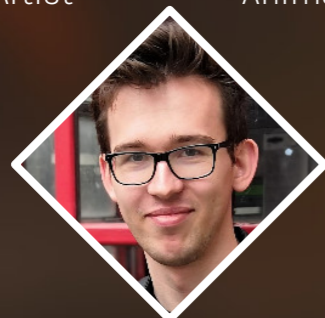
**Maike Neunzehn**  
3D Artist



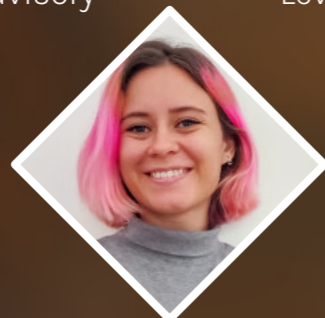
**Nicolas Parga**  
3D Art



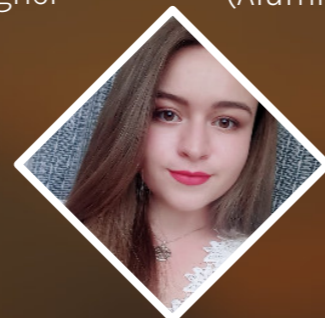
**Kevin Pinter**  
Documentation



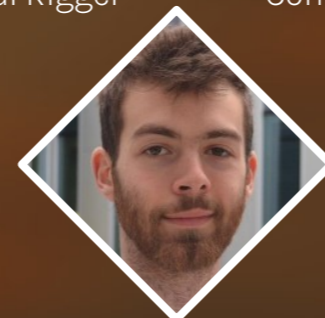
**Michael Schieber**  
VFX Artist



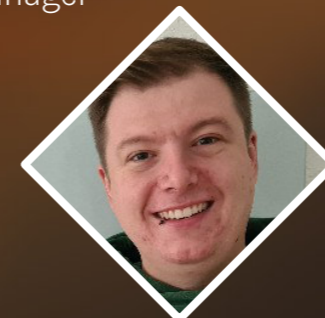
**Patricia Schmidt**  
Projekt Management



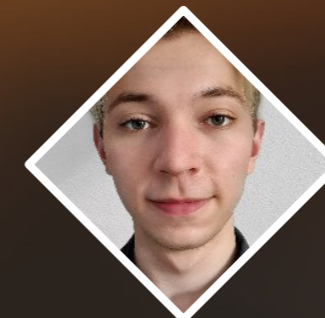
**Julia Strache**  
Grafik Designer



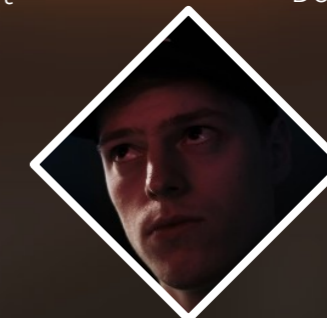
**Laurens Thiersch**  
Game Design



**Kevin Waldenmaier**  
Engineering Lead



**Dominik Walter**  
Social Media Manager



**Timo Zocholl**  
Game Design



3 Semester



3rd Person Action RPG



50 Studierende



9 Studiengänge



Unreal Engine 4



@Silvatya.game



◇ Gelange unbemerkt zum Glockenturm

