

Luca Pieper

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EDUCATION	Nevada School of the Arts, United States	Jan 2026 – May 2026
	▪ Photography	

WORK EXPERIENCE	Game Design & Development	Jun 2026 – Present
	▪ Building interactive experiences in the Godot engine	
	Graphic Design	Jan 2026 – Present
	▪ Visual identity, layout, and UI/UX design work	
	Video Editing — Short-Form	Oct 2025 – Present
	▪ Short-form editing averaging 1.5 million views per month	
	▪ Fast-paced cutting, sound design, and pacing for social platforms	
	Freelance Video Editing	Mar 2024 – Nov 2024
	▪ Client-based editing across a range of formats and briefs	
	Video Editing — Long-Form	Sep 2023 – Present
	▪ Editing and post-production of long-form video content	
	▪ Color grading, motion design, and mixed-media compositing	

AWARDS	Special Prize — „Best Local Relevance“, Science Year 2025	2025
	▪ Awarded by the Federal Ministry of Research, Technology and Space	
	▪ For the project „Duisburg von Morgen“ (Duisburg of Tomorrow)	
	Winner — Municipal Competition, City-Centre Development, City of Kandel	2025
	▪ Digital construction and design concepts for city-centre development	

SKILLS & LANGUAGES	Software	
	▪ Premiere Pro, DaVinci Resolve, CapCut, Godot	
	▪ JavaScript, Java, HTML	
	Techniques	
	▪ Color Grading, Motion Design, Mixed Media, UI/UX Design	
	Languages	
	▪ German (native), English (fluent), Dutch (intermediate), Spanish (beginner)	