Personal Information

Sebastian Kessler
born 31st August 1987 in Berlin, Germany

Adress: 10 Borkumstr., 13189 Berlin
Nationality: German
Phone: 004930/55289056
Mobile: 0049/1781663878
E-Mail: mail@sebastiankessler.com

Education

2009 October 01 - **2013** September 30
Studies B. A. Game Design
HTW Berlin
Concept development of computer and board games,
visualization and programming

2008 October 01 – **2009** September 30
Studies B. Sc. Computer Science
Universität Potsdam
Discrete mathematics, algorithms and
computer engineering

2000 September 04 – **2007** June 29
Upper secondary education
Primo-Levi-Gymnasium
University entrance diploma (A-Level)

Key Skills

Social and Organizational

- experienced in project and team management of a smaller group with agile development methodologies

- familar with basic workflows in art, programming and design with strong interdisciplinary communication skills

- appreciative and sensitive communicator

- prepare and lead feature meetings, write protocols and communicate tasks

Design

- knowledgable in writing clean and descriptive game design documentation and papers as a main reference for the team

- able to analyze detailed game systems and identify potential improvements in design and function

- experienced in the production of prototypes to elaborate strategies, situations, comfort and enjoyment in the game

- capable of sketching and graphical layout of diagrams and presentations

Software

- knowledgable in the latest versions of:

- MS Office:
    Excel
    Word
    Powerpoint
    Project
- Adobe Photoshop
- Adobe Illustrator
- Adobe Lightroom
- Autodesk 3ds Max
- Unity 3D
- Hansoft
- JIRA
- Machinations
- Confluence

- Proficient in English (spoken and written), native German speaker
- Clean international driving license

Work Experience

2013 November 16 - **2014** June 30
Co-Founder & Game Designer
trickyard UG (haftungsbeschränkt)
Projects: *What a Trip! (iOS), Awoid (iOS)*

2012 September 01 - **2013** November 15
System Game Designer
Related Designs Software GmbH
Project: *Might & Magic Heroes Online (System Designer, Feature Responsibilities: Item System, Signs & Feedback, Trade, Rewards)*

2012 March 01 - **2012** August 31
Intern Game Design
Related Designs Software GmbH
Project: *Anno 2070 Deep Ocean (Quest Design, Meta Game Design)*
Project: *Might & Magic Heroes Online (System Designer, Feature Responsibilities: Item System, Signs & Feedback)*

2010 October 01 - **2012** January 31
Student project Spectaculum
Game Design, Leveldesign and Organisation
Homunculus Games, Berlin

2009 October 16 – **2011** January 15
Sales and Customer Service
Fine Art Supply
Boesner GmbH, Berlin

2007 July 01 – **2008** April 30
Social Service
Emergency Room Assistant
Parkklinik Weißensee – Rettungsstelle, Berlin

Other Interests

- digital photography
- playing drums
- cooking, biking, movies
- playing board and video games