

Personal Information

Sebastian Kessler
born 31st August 1987 in Berlin, Germany

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Education

2009 October 01 - (**2014** March 31)
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*

Key Skills

Social and Organizational

- experienced in project and team management of a smaller group with agile development methodologies (e.g. Scrum)
- familiar 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

- knowledgeable 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

- knowledgeable in the latest versions of:
- MS Office:
 - Word
 - Excel
 - Powerpoint
 - Project
- Adobe Photoshop
- Adobe Illustrator
- Adobe Lightroom
- Autodesk 3ds Max
- Unity 3D
- Java Script
- JIRA
- Confluence
- Hansoft

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

Work Experience

2013 November 17 - **present**

Game Design & Administration

Trickyard UG (haftungsbeschränkt)

2012 September 01 - **2013** November 15

Junior 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, Trade, Rewards)*

2010 October 01 - **2012** February 29

Student project Spectaculum

Game Design, Leveldesign and Organisation

Homunculus Game Collective, Berlin