

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 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*

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

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

Work Experience

2013 November 16 - **2014** March 30

Co-Founder & Game Designer
trickyard UG (haftungsbeschränkt)

Projects: *What a Trip!* (iOS), *Awoid* (iOS)

2012 September 01 - **2013** November 15

Junior 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
Parklinik Weißensee – Rettungsstelle, Berlin

Other Interests

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