

Sebastian Nußbaum

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http://mabafu.com
Online Portfolio



sebastian.nussbaum
Skype Account

Work experience

Wooga GmbH
Berlin, Germany
02/2017 till present
www.wooga.com

Head of Studio, Vice President

- Overseeing the Adventure Studio at Wooga (live ops & new IP's)
- Portfolio management, creative driver and people manager
- Setup and management of teams of 70 internal and 80 external

Wooga GmbH
Berlin, Germany
08/2013 - 01/2017
www.wooga.com

Head of Studio

- Overseeing the Adventure Studio at Wooga (live ops & new IP's)
- Portfolio management, creative driver and people manager
- Setup and management of teams of 50 internal and 70 external

Wooga GmbH
Berlin, Germany
11/2009 - 07/2013
www.wooga.com

Product Lead

- Development of mobile (iOS, Android) and browser games like Pearl's Peril
- Direction, product management and creative mind
- Setup and people management of a team of 36 internal and 40 external

Young Internet GmbH
Berlin, Germany
11/2008 - 10/2009
www.panfu.de

Creative Director

- Conception and development of online multiplayer worlds for children
- Production of marketing materials (TV, Web, Print)
- Setup and management of a team of 9

FoxMobile/Jamba
Berlin, Germany
06/2005 - 09/2008
www.jamba.de

Associate Director Content

- Conception and production of hit selling mobile products and games
- Development and realization of corporate design and branding strategies
- Setup and management of a team of 25

End studies 05/2005

Metamorf
Quito, Ecuador
10/2003 - 03/2004
www.metamorf.net

during studies

Creative Director

- Conception and realization of an online e-learning system
- Conception and realization of interactive web maps
- Briefing and audio recording of actors

Studio B11
Weimar, Germany
04/2003 - 09/2003
www.radiostudio.org

during studies

Producer/Sound Designer

- Sound design and Concept for the Radiostation
- Jingle productions
- Radio play productions

Pinx Records
Jena, Germany
10/2002 - 03/2003
www.pinxrecords.de

during studies

Graphic Artist/Producer

- Design of Flyers and CD-Covers
- Web design and animation
- Assistant Producer music production

Start studies 10/2000

Keen Games
Frankfurt, Germany
05/2000 - 09/2000
www.keengames.com

Level designer

- Level design for Superman (Gameboy Color)
- Level design for Dave Mirra BUX (Gameboy Color)
- Game concept/Storytelling

Neckerman GmbH
Frankfurt Germany
07/1999 - 04/2000
www.neckerman.de

Interior Designer
- Setting up and building room settings for catalogue

Walter Thompson
Frankfurt, Germany
01/1999 - 06/1999
www.jwt.com

Producer Assistant FFF (studying practice)
- Coordination of Film- Radio- und TV-Productions
- Managing of international tasks with Senior Producers
- Clients: Kraft Jacobs Suchard, Nestlé, Mazda ect.

Education

Primary and Grammar School
1983-1997

Abitur (German A level)

Bauhaus University Weimar
2000-2005

Degree: Media and media art Designer
Diploma Work: Browser Racing Game (Certificate: Excellent)

Computer literacy

Standard:	MS-Office, Excellent knowledge of internet protocols, system and web
Project Management:	Trello, JIRA
Gamedesign:	Stencyl, Unity
Graphic/Web:	Adobe Creative Cloud (Flash, Photoshop, Illustrator, Premiere)
Audio:	Steinberg Cubase, Samplitude, WaveLab
3D-Modelling:	Rhinoceros, Maya (basic knowledge), Swift 3D
Layout:	QuarkXPress

Skills

Leadership & Team management
Creative Direction
Product Management
User Experience
Mobile & web applications
Game Design
Data Analysis
Graphic Design & Animation
Audio Production

Languages

German: Native
English: Fluent

Spanish: Developable
French: Very basic

Awards & talks:

Game Developer Conference 2018 SF, USA: My Four Toughest Challenges of Running a Mobile Games Studio
June's Journey won 'Best Web Game of 2017' on Facebook
Transmedia Storytelling Berlin-Netzwerk 2015: Challenges of episodic storytelling
Quo Vadis 2015 Berlin: Bringing HOG and episodic storytelling to smartphones
Tabby Awards 2015, Agent Alice is "Best iPad game" in category: Adventure
Game Developer Conference 2015 SF, USA: How Wooga Boosts Long-Term Retention (Best ranked F2P Summit)
Pearl's Peril nominated at Develop Awards 2014: Finalist
HFF München/TU München 2014: Games workshop on storytelling
Casual Connect 2011, Kiev: Secrets to Social Game Success
Schnuffel 2008: Platin Single