

# Sebastian Nußbaum

Date of Birth: April 11, 1977  
Nationality: German



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http://mabafu.com  
Online Portfolio



sebastian.nussbaum  
Skype Account

## Work experience

**Wooga GmbH**  
Berlin, Germany  
02/2018 till present  
www.wooga.com

### Vice President New Games

- Running and overseeing the pipeline of new games at Wooga
- Portfolio management, creative driver and people manager
- Active part in company management team

**Wooga GmbH**  
Berlin, Germany  
08/2013 - 01/2018  
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.

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## 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)**

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## Computer literacy

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

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## 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**

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## 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**