

# Tobias Heussner

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## Objective

A challenging opportunity as Game/Narrative Designer in Computer Game development with the goal to become a Lead Game/Narrative Designer to create great story-driven games.

## Experience

### Concept Designer

November 2009 – Present (Radon Labs GmbH, Berlin, Germany)

- Support the business developer in acquiring new projects and developing new IPs
- Writing and developing pitch and concept docs for own and third party projects and project acquisition

### Associate Producer

December 2008 – October 2009 (Radon Labs GmbH, Berlin, Germany)

- Support the producer in the completion of executive and management tasks
- Keeping track of the budget and schedule as well as organizing and leading sub-teams for special tasks like cut-scenes, bug management and motion capture planning
- Establish and administrate TechExcel DevTrack and DevPlan
- Executive Producer for "The Dark Eye – Drakensang Gold edition"
- Games in development: *Drakensang – River of Time* (planned International release: Q1 2010)

### Assistant Producer

March 2007 – November 2008 (Radon Labs GmbH, Berlin, Germany)

- Support the producer in the completion of executive tasks
- Oversee and manage the quality assurance department
- Executive Producer for "The Dark Eye – Drakensang Demo"
- Game created: *The Dark Eye – Drakensang* (released: Germany Aug. 2008/ US Q1 2009)
- Assisted as level designer in following products:  
*Riding Star DS* (port of *Riding Star 2* for Nintendo DS), *Mein Pferd SE*, *Treasure Island*

### Level Designer

April 2005 – February 2007 (Radon Labs GmbH, Berlin, Germany)

- Development and initial design of interior and exterior locations according to the game design doc
- Scripting from events, AI, technologies and triggers
- Assisted in game design and responsible for playability and balancing
- Games shipped/worked on in this position:  
*The Dark Eye – Drakensang*; *Paws & Claws Pet Vet*; *Dragon Hunter*; *Mein Gestuet*; *Riding Star 2*; *Moorhuhn im Anflug*; *Meine Tierschule*; *Verliebt in Berlin*; *Mein Pferd*; *Die Pferdebande 3*; *Sportfischen Professional*
- Documented the following products:  
*Nebula Toolkit for Maya 1*; *Nebula Toolkit for Maya 2*

### Director / Lead Game Designer

Summer 1998 – March 2005 (Tricium Factory, Berlin, Germany)

- Led and organized development group
- Worked on concept writing and level design
- Scripting from events, quests and triggers
- Helped with programming game functions
- Acted as corresponding partner for businesses and networks
- Developed programs and presentations for the DAI (German Institute of Archeology)
- Assisted Radon Labs GmbH as developer (tester and level designer) for the following titles:  
*Genius – The Tech Tycoon*, *Genius 2 – Task Force Biologie*

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## Education

University of California Los Angeles Extension, United States of America

March 2008 – September 2009

- Certificate in Feature Film Writing "earned with Distinction" (GPA 3.95) with coursework in *Screenwriting Basics I - III; Writing for Emotional Impact; Writing Great Dialogue; Rewriting*

Writer's University, United States of America

January 2008 – February 2008

- Finished Coursework in *Screenwriting Basics; Writing Dialogue for Emotional Impact*

Free University of Berlin, Germany

October 2005 – September 2009

- College credits in computer science and in *Software Engineering; Database Systems; Network programming; System administration; Nonsequential programming*

Humboldt University of Berlin, Berlin, Germany

October 2002 – September 2005

- College credits in computer science and in *Mathematics in Computer science; Object-oriented and Logic programming; Compiler development; Robotics; Hardware development; Dependable Systems; AI Theory; Mobile and Embedded Systems; System Architecture*

Theodor Fontane Gymnasium, Strausberg, Brandenburg, Germany

Fall 1994 – July 2001

- Abitur, German high school degree
- Special award for attending Drama Group and developing the Library Management Tool

## Computer Skills

Software

- Visual Studio 2003 and 2005
- Maya 6, 7 and 2009
- Lightwave 6 and 7
- Microsoft Office incl. MS Project 2007
- Version Control Systems (CVS; Subversion)
- Final Draft 7
- TechExcel DevTrack and DevPlan
- UnrealEd, NWN2 toolset, Warcraft 3 editor

Languages

- C/C++
- Java
- Mel-Script
- XML
- Visual Basic
- C#
- html

## Language Skills

Fluent in German and English

## Affiliations

- IGDA (International Game Developer Association) member
  - IGDA SIG (Special Interest Group) "Writing" member and Assistant Editor for SIGs Quarterly
  - IGDA SIG (Special Interest Group) "Game Design" member
- Academy of Interactive Arts and Science member
- Invited guest to the Game Designers Guild Germany
- PADI (Professional Association of Diving Instructors) Instructor
- Director of a church drama group

## Interests

- Role-playing Games (many different systems from Pen & Paper to Live Role Playing)
- Screenwriting
- Computer Games incl. Massive Multiplayer Online Games
- Board Games incl. Tabletops, like Warhammer 40k

## References

References are available upon request

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