
LINDA RENDEL

(She/Her)

Producer

lindarendel@outlook.de

lindarendel.de

[LinkedIn](#)

ABOUT ME

Award-winning producer with 7+ years of experience, driven by empathy and passionate about supporting interdisciplinary teams to grow and create memorable and innovative experiences for players.

Looking For

A permanent full-time employment contract, which offers 30 vacation days exclusive of public holidays. A flexible hybrid working environment would be ideal. Also open to full remote options, if the time zone matches CET.

Reference Contacts

Philipp Sonnefeld, Producer (Assassin's Creed VR) at Ubisoft Düsseldorf - philipp.sonnefeld@ubisoft.com
Cyril Voiron, Executive Producer (Ubisoft Escape Games) at Ubisoft Düsseldorf - cyril.voiron@ubisoft.com
Clark Gibson, Tech Director (Assassin's Creed VR) at Redstorm - clark.gibson@ubisoft.com

EXPERIENCE

Leadership

- Responsibility for the growth of teams and individuals, whilst leading by example
- Proactively worked with the teams to discover what their current needs are, identified challenges and provided them with resources to strengthen their skill set
- Conducted regular heart-felt one-on-ones to coach team members and ensure they are set up for success to work autonomously on the project and their career path
- Created trust between management, stakeholders and the team by building relationships, clarified values and motivational drivers
- Advised studio management on topics such as diversity, inclusion and psychological safety
- Founded the non-profit #FemDevsMeetup community to foster knowledge sharing and diversity with a team of 12 volunteers, run on-site and online events and a Discord community with 500+ members

Production

- Was an active part in all agile ceremonies related to game development using various management tools; Created roadmaps, conducted sprint plannings, moderated meetings, ensured efficient communication and documentation
 - Focused on project quality within the constraints of scope, time and budget
 - Build and maintained relationships with international co-development teams in the UK, US, India and Germany as well as several external stakeholders
 - Lead workshops to share production and leadership knowledge
 - Set up feature validation processes driven by playtesting data
 - Initiated processes e.g. risk assessments to support collaboration between the content and tech teams on Assassin's Creed VR ensuring performance targets
 - Upheld and maintained project vision and strategy for the Ubisoft Escape Games and produced three location-based AAA quality VR games for the Assassin's Creed & Prince of Persia brand successfully
-

PROJECTS

LoC (Unannounced)

Massive Miniteam,
Cologne (Germany)
Production Director
April 2022 - Present
Team Size 28

Assassin's Creed VR

Ubisoft Düsseldorf
(Germany)
Associate Producer
June 2020 - March 2022
Team Size 70 & Co-Dev

Ubisoft Escape Games

Ubisoft Düsseldorf
(Germany)
Producer
May 2018 - June 2020
Team Size 25
ubisoftescapegames.com

The Settlers Online

Ubisoft Düsseldorf
(Germany)
Junior Live Game Manager
June 2015 - April 2018
Team Size 23

EDUCATION

Master of Arts

Heinrich Heine University, Düsseldorf (Germany)
2011 - 2014
Comparative Studies in English and American Language,
Literature and Culture

Bachelor of Arts

Heinrich Heine University, Düsseldorf (Germany)
2007 - 2011
English Language and Literature (major) and German
Language and Literature (minor)
