

# LINDA RENDEL

## PRODUCER

Looking for a permanent full-time employment contract and a flexible hybrid working environment would be ideal.  
Also open to full remote options, if the time zone matches CET.

### PROJECTS

LoC (unannounced project), Assassin's Creed VR, Prince of Persia: The Dagger of Time (VR), Beyond Medusa's Gate (VR), Escape The Lost Pyramid (VR), The Settlers Online (Browser)

### JOBS & EDUCATION

2022 - today, **Massive Miniteam** (Cologne, Germany)  
Production Director, Team Size 28

2015 - 2022, **Ubisoft** (Düsseldorf, Germany)  
Producer - Associate Producer - Live Game Manager, Team Sizes 25-70 and Co-Dev

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

### EVENTS & NON PROFITS

2017 - today, **#FemDevsMeetup** (Germany)  
Founder

2015 - 2016, **Indie Arena Booth** (Germany)  
Project Manager

### TALK TO ME!

Fluent in English, native language German  
[lindarendel@outlook.de](mailto:lindarendel@outlook.de)  
[lindarendel.de](http://lindarendel.de)  
[LinkedIn](#)

### LEADERSHIP

Responsibility for the growth of my team and leading by example gives me the most joy. I help team members to grow into a better version of themselves and provide them with the needed resources. My high level of empathy helps me understand what people need quickly and guide them in their journey as well as through change. I see myself as a coach who proactively ensures processes are in place to support the team and studio. I provide regular one-on-ones to address skill development and feedback. I also work with management on any organizational obstacles inhibiting the development of a more effective leadership team and studio.

### COLLABORATION

Creating an environment where people feel safe is important to me. Building long-lasting, trusting, and impactful relationships with my team and stakeholder to enjoy the journey of creating a successful game together is key. I constantly strive to learn more about and improve collaboration by creating opportunities for team members to interact with one another in this new hybrid world. Leading workshops, facilitating meetings, and working with the team, management, and HR to ensure a studio culture that fosters diversity and inclusion.

### PRODUCTION

I'm reliable, autonomous, driven in my daily work, and chase the results necessary to enable and facilitate the team's work. My focus has shifted to high-level processes, strategy, project roadmaps, OKRs, and agile methodologies to validate and monitor project quality and scope. I moved away from the more hands-on sprint task planning in my recent roles. I also did not have full budget responsibility on my projects yet and prefer having someone on the team who loves working with numbers to collaborate with on assessing budget or KPIs giving me room to focus more on process improvements and leadership topics.