

# LINDA RENDEL

(She/Her)

Associate Producer

[lindarendel.de](http://lindarendel.de)

[LinkedIn](#)

## ABOUT ME

As an award-winning producer with over 8 years of experience, I am driven by empathy and passionate about supporting interdisciplinary teams to grow and create memorable and innovative experiences for players.

## EXPERIENCE

### Leadership

- Led teams and individuals by example, taking responsibility for their growth.
- Identified and addressed teams' needs and challenges proactively, providing resources and coaching sessions to strengthen their skills and ensure success.
- Built trust by clarifying values and building relationships with management, stakeholders, and the team.
- Advised studio management on diversity, inclusion, and psychological safety.
- Founded and led a non-profit community called [#FemDevsMeetup] (<https://femdevsmeetup.com/>), fostering knowledge sharing and diversity with a team of 12 volunteers. The community hosts on-site and online events and has a Discord community with 700+ members.

### Production

- Upheld and maintained project vision and strategy for the Ubisoft Escape Games. Produced three location-based VR games for the Assassin's Creed and Prince of Persia brands.
- Initiated processes such as risk assessments to support collaboration between content and tech teams on Assassin's Creed VR, ensuring performance targets.
- Managed agile ceremonies for game development using various tools. Conducted sprint planning, moderated meetings, and ensured communication and documentation efficiency.
- Maintained project quality within the constraints of scope, time, and budget.
- Built and maintained relationships with international co-development teams and external stakeholders.
- Led workshops to share production and leadership knowledge.
- Set up feature validation processes driven by playtesting data to ensure features reached expected quality.

## PROJECTS & EMPLOYMENT

### Assassin's Creed VR

**Ubisoft Düsseldorf**  
(Germany)  
**Associate Producer**  
June 2023 - Today  
Team Size AAA & Co-Dev

### SEED

**Klang Games**  
Berlin (Germany)  
**Producer**  
March 2023 - May 2023  
Team Size 70

### LoC (Unannounced)

**Massive Miniteam,**  
Cologne (Germany)  
**Production Director**  
April 2022 - January 2023  
Team Size 28

### Assassin's Creed VR

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

### Prince of Persia: The Dagger of Time VR

**Ubisoft Düsseldorf**  
(Germany)  
**Producer**  
June 2019 - June 2020  
Team Size 25

### Beyond Medusa's Gate VR

**Ubisoft Düsseldorf**  
(Germany)  
**Project Coordinator**  
July 2018 - June 2019  
Team Size 25

### Escape the Lost Pyramid VR

**Ubisoft Düsseldorf**  
(Germany)  
**Project Coordinator**  
May 2018 - July 2018  
Team Size 25

### 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)