

Sam Luckhardt

Creative Director (Indie), CEO

Narrative Game Design

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Objective

Currently leading the design team, in charge of combat, balancing, camera, gameplay, progression and experience. Trying to inspire people regardless of gender, ethnicity or religion and rally them together for a common goal instead of following an ego-driven mindset. Designing immersive worlds with believable stories and tight, rewarding combat and gameplay is my passion. Big fan of environmental and emergent storytelling. A proactive hands-on designer looking for a good home.

Experience



FREELANCE WRITER | JUL 2020 - PRESENT, [Samples](#)

- » Writing tight compelling dialogue, flavour texts, backstory, and lore for games. Also copywriting on all kinds of projects including marketing descriptions, business communication, and more. Writing screenplays for game scenes.



CREATIVE DIRECTOR, CEO | AUG 2019 - PRESENT

Tonkotsu Games UG, Berlin, [Website](#)

- » Inspiring, mentoring and managing a passionate team of 10 to deliver a unique edge-of-your-seat action game experience. Creating, communicating and upholding the vision while also taking care of day to day business tasks for our company. Drive structure and design with a focus on narrative and gameplay design. Overseeing and designing features from conception to implementation.



WORKING STUDENT DIGITALIZATION | AUG 2018 - DEC 2018

HELIX Operations GmbH, Berlin, [Website](#)

- » Work within a team to develop and drive the artistic vision and design of the company, concept and innovate the tenant experience and provide feedback.



INTERN PROJECT MANAGEMENT | JUN 2017 - SEP 2017

ProSiebenSat.1 Media SE, Munich, [Website](#)

- » Full Time Project Management at ProSiebenSat.1 TV Deutschland's in-house Agency Creative Solutions for On Air Promotion

Education

BACHELOR OF ARTS GAME DESIGN | AUG 2017 - 2021 (See Thesis)

University of Applied Sciences Europe, Berlin

Game, Narrative & Level Design; Art; Programming; Producing

RELEVANT ONGOING PROJECTS



INDUSTRY IDIOTS Co-Host

Industry Positive Game Design Podcast

2019 - PRESENT (34+ Episodes, 3000+ Listeners)

[Jeff Gagné](#)

[Edwin McRae](#)

[Mitja Roskaric](#)



GAME DESIGN BLOG Gamasutra

[What is Responsive Narrative?](#)



NARRATIVE HOUSE Admin

Managing an Active International Professional Narrative Design

Community with Edwin McRae and Thorsten Becker (300 Members)

LAST FINISHED GAME PROJECTS

- » Kindly discover them on my website [here](#)

Core Competencies

Game Design: Narrative Design, Writing, (Action-) Combat Design & Balancing, Emergent Stories, Leading a Design Team, Prototyping, Scripting, Learning new Tech

Management: High stress resistance and reliability, In-depth knowledge of game production and project management techniques, Easy to talk to, Experience in keeping different personalities inspired and focused, Keeping an overview and long term thinking. Driving structure, Optimizing

Business and public: At most game related events & conferences. Well connected with devs and publishers. Expc. public speaker.

Tools

Passion: For games, tech and people

Languages: C# (2 1/2 years), Lua (1/2 year), Python (1/2 year), German, English

Software: Unity, Structured and well maintained documentation, Premiere Pro, Audition, Photoshop, Blender, Maya, Git & Version Control, In-Engine Design Tools, Visual Studio, Jira, ZBrush, Slack, Teams, Office Suite, InDesign, Substance

Game Achievements

CS:GO: In-Game Leader, Team, Global Rank

WoW: Raid Lead HC Emerald Nightmare Day 1

Magic Arena: Mythic Rank

Dark Souls 3: 1hp Run

References

Will gladly furnish professional references on request. Available to relocate.