

STEFAN LINDE

ART DIRECTION & STORYTELLING FOR GAMES

STEFAN.LINDE@MAIL.COM

WORK EXPERIENCE

2024 – CURRENT

TENCENT GAMES • GLOBAL CO-DEV

Head of Department, Video

Art Direction for Cinematics and Video Game Content across a global network of 10+ game studios, leading a team of senior artists in a co-dev support setting. From initial brief and concept through prototype, production, and final in-game implementation. Oversees the full pipeline across cinematics, character, animation, lighting, and environment art. Supervising vendors in China, Malaysia, and Europe and work directly with studio leadership to keep each game's vision intact through every stage of production.

2021 – 2024

EA • GLOBAL CREATIVE SERVICES

Lead Artist / Director

Led and mentored a team of senior creatives across 8+ AAA titles globally, guiding in-game assets from brief through concept, review cycles, and final delivery while maintaining creative vision across every handoff. Acted as the senior bridge between game studios and marketing/brand teams, translating strategic intent into clear, executable creative direction in a culture where craft excellence, honest feedback, and a player-first focus were the baseline. Franchises include Battlefield, Dragon Age, Need for Speed, and It Takes Two.

2018 – 2021

UBISOFT • STUDIO CREATIVE

Lead Artist / Supervisor

Built an internal creative department from the ground up, supporting development teams with creative direction for game realization, cinematics as well as trailers for brand marketing. Took the teams through gate reviews and major internal milestones. Delivered content across three major titles simultaneously, navigating multi-stakeholder approval pipelines with Lightstorm Entertainment, Lucasfilm, and Disney while maintaining a strong visual consistency. Leading with empathy and an open feedback culture that kept the team motivated and sharp. Titles: The Division 2, Avatar: Frontiers of Pandora, and Star Wars Outlaws.

2012 – 2018

EA • DICE GAME STUDIO

Sr. Artist & Media Director

Directed record-breaking campaign assets for some of gaming's most recognized franchises, supporting three development teams with internal creative development and gate reviews. Created assets for in-game use, trailers, cinematics, key art, screenshots, and animatics seen by hundreds of millions of people worldwide — 100M+ YouTube views — in collaboration with Disney, Lucasfilm, and Abbey Road Studios. Franchises: Star Wars, Battlefield, and Mirror's Edge.

■ GUINNESS WORLD RECORD – "MOST LIKED VIDEO GAME TRAILER": BATTLEFIELD 1 REVEAL TRAILER

2010 – 2011

EA • DICE GAME STUDIO

Quality Assurance

Embedded in live game production — daily playtests, focus testing, and onboarding new QA staff. Built a ground-level understanding of how players read and experience game content that has informed every creative decision since.