



STEPHANOS PAPAS

BA Business Management - MA Game Design Student

// PROFILE

Data-driven MA Game Design student with a BA in Business Management and hands-on experience in platform QA testing and live mobile community management. Skilled in translating player behaviour into actionable dev feedback, designing UI/UX layouts, and managing real-time service operations.

// CONTACTS



EMAIL

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LOCATION

[Hamburg, Germany.](#)



LINKEDIN

[stephanos-papas](#)

// CERTIFICATES

Game Design: Art and Concepts

Fundamentals of Digital Marketing

Project Manager Trainee

// EDUCATION

OCT 2025
PRESENT

BERLIN SCHOOL OF BUSINESS & INNOVATION - BSBI

MA Game Design - [Adobe Illustrator, ZBrush, Unity, Prototyping & Testing, 3Ds Max, R&D]

OCT 2022
MAY 2025

UNIVERSITY OF WEST LONDON - UWL

BA Business Studies with Marketing - [Branding, Marketing, Research, Logistics, Ethics, Presentations]

SEP 2019
MAY 2022

UNIVERSITY OF CYPRUS - UCY (SWITCHED)

BSc Computer Engineering - [Coding (C, C++), Maths, Flowcharts, Physics, Electrical Circuits]

// SOFT SKILLS

- Teamwork & collaboration
- Community management
- Adaptability
- Problem-solving
- Attention to detail
- Time management

// HARD SKILLS



• ZBrush



• Adobe Illustrator - BoardGame Prototype



• Unreal - Game Prototype - Blueprints



• 3D Substance

• Bug tracking

• UI & UX testing

• Discord server administration

• Live operations coordination

// LANGUAGES

Greek - Native

English - C1

German - A2

// WORK EXPERIENCE

DEC 2025
PRESENT

KEYWORDS STUDIOS - FREELANCE

GBTN - Community Game Tester

- Execute functional and regression testing on PC & PS5 to isolate and document software defects.
- Analyze gameplay mechanics, UI/UX flows, and performance against design parameters.
- Synthesize technical bug data into structured, actionable qualitative post-test reports.
- Collaborate with global production teams via Discord to report critical build blockers.

MAY 2024
JULY 2025

HERMES AIRPORTS LTD - CYPRUS

Operations Center Coordinator

- Coordinated real-time logistics and incident management for high-traffic operations (300+ daily flights).
- Managed cross-functional communications under pressure, directly mapping to Live Ops incident handling.

APR 2023
MAR 2025

DISCORD - FREELANCE

Creator & Moderator

- Managed a 100+ player community hub for a mobile strategy title to drive retention and cooperation.
- Utilized Discord Dev Portal & MEE6 to track engagement metrics and optimize server structure.
- Translated community feedback, bugs, and balance issues into structured developer reports.
- Drafted patch note summaries and change logs to keep the player base aligned with live updates.