

Copenhagen, 2nd of June 2015

Concerning Michael Witus Schierup as a an employee

I've had the pleasure of hiring Michael as lead artist for ZeitGuyz and working with him for 8 months during 2006. During his employment, Michael has proven superb skills in all stages of the graphics production pipeline, from concept art, through modelling and skinning to in-game art that is perfectly placed in game levels. Michael has produced both static models, environments, characters and animated/mountable vehicles and seems to be equally skilled for all types of graphics challenges.

Besides from being a great game artist, Michael have also shown great leadership. As a lead artist he was responsible for the output of the entire groups of artists, and it was a pleasure to see both a rise in quality and quantity during the initial months of Michaels employment.

I can strongly recommend Michael as a skilled artist and a stable employee, and I'm positive he will fit into all kind of teams and raise the bar wherever he is employeed.

**Caspar Strandbygaard,
former CTO of ZeitGuyz**