

# CURRICULUM VITAE

CHRISTIAN RETZLAFF

ART DIRECTOR

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## PERSONAL DETAILS

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## EXPERIENCE

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| 2017–present | Founder of Game Art Brain - 2d/ 3d art outsourcing service   |
| 2019–present | Art Director Lumen Games Mobile Game „unannounced“ (in soft-launch)  |
| 2019–2019    | 2d Art Auditor School for Games  |
| 2017–2019    | Senior Consulting Artist with Nosy Jones Pty Ltd - 3d Mobile Game „Chickenpox“ (shipped)                   |
| 2018–2018    | Art Director with Smilegate Europe - Mobile Game „Yuneeko“ (shipped)                                       |
| 2016–2017    | Senior Art Director (mobile) with Aeria Games GmbH „Zoozap“ (shipped)                                      |
| 2015–2016    | Art Director (mobile) with Aeria Games GmbH „Dawn of Gods“ (shipped)                                       |
| 2014–2014    | Lead Artist (mobile) with Aeria Games GmbH „Battles and Monsters!“ (shipped)                               |
| 2013–2014    | Lecturer with BTK (University of Art & Design)<br>„Advanced Digital Illustration“ to 5th/6th Semester      |
| 2013–2014    | Art Director with Stenarts Ltd., Berlin<br>Computer game graphics for Gameduell, Innogames and Deep Silver |
| 2013–2013    | 2D Character Animator with Sandnes Media, Norway (Home Office)<br>Feature Film „Mormor -og atte ungene“    |

2012–2012	Storyboard Artist with Scopas Medien AG, Berlin „JONALU“ TV Series of the channel ZDF
2012–2012	2D Character Animator with Studio Rakete, Hamburg Feature Film „The Congress“, Ari Folman
2011–2011	Layout Artist with Stenarts Ltd., Berlin Comic „RIA“ Vol. 2
2011–2011	2D Character Animator with Schesch Filmkreation, Berlin Feature Film „Moon Man“
2010–2010	2D Character Animator with Studio 352, Luxembourg Feature Film „The Day of the Crows“
2010–2010	2D Character Animator with Studio Accio, Barcelona, Spain Feature Film „Little Big Panda“
2009–2009	Character Designer with Stenarts Ltd., Berlin Feature Film „Little Big Panda“
2007–2009	2D Character Animator with Django Films, Edinburgh, Scotland Feature Film „The Illusionist“, Silvain Chomet
2006–2006	2D Character Animator with MotionWorks Halle Feature Film „Little Dodo“
2005–2006	Comic artist / Character Designer with Stenarts Ltd., Berlin
1996–2004	Freelance Illustrator „Berliner Morgenpost“ (daily newspaper with a circulation of 80000 copies) by Axel Springer (publisher) „Voss“ (monthly magazine) by VOSS PUBLISHING e.K. Berlin „VAA Magazin“ (Association of Employed Academics and Executives in the Chemical Industry) and others
2000-2000	Graphic Design Intern with Pixelpark AG Department Online Advertising

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## EDUCATION

- 2002–2007 Film and Television University „Konrad Wolf“ - Potsdam  
Babelsberg  
Studies of Animation/Film  
**Degree: Diploma** (Between Bachelor and Master)
- 2000–2002 Bauhaus-University Weimar  
Studies of Visual Communication
- 2006–2006 Viborg Animation Workshop Denmark  
Exchange student: Faculty Animation
- 2009–2009 Future Training & Consulting, Berlin  
Full-time training: 3D Animation with 3ds Max