

# Curriculum Vitae

## Personal Data

**NAME:** Christof Hardt  
**ADDRESS:** Blumenstrasse 9  
64832 Babenhausen  
Germany  
**PHONE:** 0049 160 973 13 432  
**E-MAIL:** mail@mrhatch.de  
**PORTFOLIO:** www.mrhatch.de  
**D.O.B.:** 05.05.1982

## Education

**1988 – 1992** Bachwiesen Schule, Babenhausen, Germany  
**1992 – 1998** Joachim-Schumann Schule, Babenhausen, Germany  
**1998 – 2002** Bachgau Gymnasium, Babenhausen, Germany  
**2002 – 2003** Civil Service, BDP National Headquarters, Frankfurt/Main, Germany  
**2004 – 2004** Musicians Institute of Technology, Los Angeles, USA  
**2005 – 2008** University of Teesside, Middlesbrough, UK

## Games Industry Experience

**Steroid Interactive, Mainz, Germany** | Artist Position (2012-now)  
Titles worked on: Amunis

**EA Phenomic, Ingelheim, Germany** | Art Internship (2011-2012)  
Titles worked on: Lord of Ultima, Command & Conquer: Tiberium Alliances

**Boss Alien, Brighton, UK** | Art Internship (2011)  
Titles worked on: CSR Racing

## Qualifications

**2008** BA Creative Visualisation (First Class Honours)

*Modules included:* 3D Modelling for Games, Character Modelling for Games, Environment Modelling for Games, Games Development, Animation for Games, Drawing & Composition, Animation Studio Skills, Studio Practice and Business, and others.

**2004** Journeyman Audio Engineering (GPA 3.99)

*Modules Included:* Music Pre-Production, Signal Flow, Studio Etiquette, Practical Recording, Live Sound, Acoustics, Console Theory, Applied Hard Disc Editing, Mixing & Mastering, Electronics, Automation, and others.

Excellent knowledge of the following software applications:

*Graphics:* 3d Studio Max | Maya | Photoshop | Zbrush | Mudbox | CrazyBump | Modo

*Engines:* Unity(NGUI, Rotorz) | UnrealEd

*Audio:* Pro Tools | Logic | Cubase | Reason | Recycle