



FULL CONTROL

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Recommendation Letter for Michael Witus Schierup

This recommendation is written to give you my highest recommendation of Michael Schierup, who from 1st of September 2012 and until end of March 2015 has been working at Full Control as a 2d/3d artist reporting to me directly. The primary project he worked on together with a small team was to create the digital version of Space Hulk, a Games Workshop licensed boardgame IP.

Michael was pivotal in the creation of the hero characters for Space Hulk, - I hired him for his impressive skills as an illustrator, but got a lot more than I had originally hoped for, - not only did he concept the transition from plastic miniatures in the Games Workshop model range to digital counter parts, but he finished the models ready for game use with animations, - to a level that in some instances had not been seen better, even by Games Workshop themselves.

It wasn't surprising to find that our license manager had put our hero characters on the "cool" wall in their offices in Nottingham, - this collection of art is what steers the license department in how their products should look in digital editions, and I am very proud that our work is up there, - Michael has a huge part in that.

As a person I have come to enjoy the energy bundle that Michael is, he is intelligent and funny to great lengths and has been a great asset to keep up a great productive atmosphere while working on a stressful project like Space Hulk. He also performed well even after weeks of 15 hour work days during deadline crunch, where Michael pulled at least a couple of all-nighters to take the project from 95% done to 110%. He has not missed a single deadline. His attention to the details in the Space Hulk IP was noticed by the fans and I have had a great many messages praising the amount of attention our characters have gotten in the implementation process, much of it thanks to Michael.

Bottom line, - Michael is a great guy with an amazing talent and passion for what he does, - I am sad that he and I have to part ways due to the studio shutting down its game production teams due to lack of paid work. I would have kept him and I still wish I can have him on my team again sometime in the future.

I have no doubt that you will find Michael a wonderfully charming employee who gives you 110% of him as well as dedication to the work assigned.

Best regards

Thomas Hentschel Lund

CEO, Full Control