



KING Art GmbH Kleine Waagestraße 1 28195 Bremen Germany

Letter of Reference

KING Art is an independent game developer from Bremen. We have many years of experience in the development of high-quality games for various platforms.

We develop games both as contract work, as co-publisher and on our own account. In the last 17 years we have successfully completed more than 40 game projects. KING Art has already implemented four successful Kickstarter campaigns in the last few years. In 2018 we were able to realize "Iron Harvest", the most successful German Kickstarter campaign to date.

Mr Haefs, born on 21 April 1998, worked from 1 November 2020 to 31 March 2021 in the design department as a 3D Artist in our company.

Mr Haefs' main activities included:

- Defining a 4-player multiplayer map layout
- Creating a 3D blockout in Unity from that concept
- Balancing and refining the blockout until it was handed over to the art pass

Mr Haefs possesses a particularly well-founded specialist knowledge, which he has always applied to our business processes in a most effective and beneficial manner. His very good technical understanding forms the basis for his ability to map out the most complex issues simply and understandably. In addition to introductory and networking events, he always successfully participated in training programs offered within the company.

Due to his very good perception, he was always able to understand complex situations immediately and to find very good solutions right away. Mr Haefs always worked in a highly proactive manner and completely identified with his tasks and our company at all times. He always displayed an impressive level of dedication and motivation. Mr Haefs had a great willingness to learn. He completed all his tasks well, even under difficult working conditions and under great time pressure.

He completed all his tasks completely autonomously, with diligence and according to a well thought-out plan. He always worked serenely, thoughtfully, target-oriented and highly precisely. He continuously impressed us in terms of quality and quantity. Mr Haefs showed a high level of reliability.



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Mr Haefs impressed us particularly with the good quality of his work results at all times. Mr Haef developed a multiplayer map from start to art pass and did several balancing iterations based on internal playtesting. Mr Haefs always completed his tasks to our complete satisfaction.

He was respected by everyone for his friendly and well-balanced demeanour. He was always helpful, courteous, and where necessary, he put the interests of others before his own. His personal conduct with superiors, colleagues and clients was always impeccable.

The cooperation with Mr Haefs was very pleasant and gratifying. We consider him well qualified for the chosen occupation, would like to thank him for his always good services and wish him for the future further success, both professionally and personally and all the best.

Bremen, 31 March 2021

KING Art GmbH

Marc König
Managing Partner