



Christian Kratzert

da@godfaza.de | www.godfaza.de [LinkedIn](#) | [Demo Reel](#) | [Vimeo](#) | [IMDb](#)

Professional Summary

Experienced **Animation Supervisor / Animation Artist** with nearly two decades in the VFX industry at **Scanline VFX**. Specialized in character/creature and VFX animation with a strong background in team leadership, pipeline optimization, and high-end visual storytelling. Passionate about crafting compelling animations for feature films and high-profile productions.

My passion, both within and outside of my professional work, is dedicated to art. This primarily includes animation, drawing, and designing, but also creative work in the technical realm, such as tool development with Python and Qt.

In recent months, I have increasingly delved into the use of artificial intelligence (Stable Diffusion/ComfyUI) within the field of art, as I am convinced that this will be the central theme in the coming years.

Work Experience

ScanlineVFX - Europe

Animation Supervisor / Animation Artist (2022 - Present)

- Simultaneously supervising animation teams and actively contributing as an animator across European studios.
- Overseeing the development and execution of high-quality animation for feature films.
- Collaborating with directors and VFX supervisors to align artistic vision and production goals.

ScanlineVFX - Munich

Animation Supervisor / Animation Artist (2013 - 2022)

- Led animation teams while actively working on animation tasks to ensure quality and consistency across multiple projects.
- Provided creative and technical guidance for complex animation sequences.
- Streamlined animation workflows to improve production efficiency.

Senior / Lead Animator (2010 - 2013)

- Mentored junior animators and contributed to high-profile film projects.
- Developed keyframe animation and worked on motion capture integration.

Character / VFX Animator (2007 - 2010)

- Created dynamic character animations and visual effects.
- Worked closely with rigging and modeling teams to enhance animation quality.

Ambient Entertainment - Hannover

Animator & Texturer (2005 - 2006)

- Worked on the feature film "*Urmel aus dem Eis*", contributing to character animation and texturing.
-

ADDITIONAL EXPERIENCE:

DGC Deutschland

VR Animation Support (Freelance / Minijob) (2022 – 2023)

Worked in an expert team supporting a VR animation project using **Unreal Engine 4.x**.
Animated assets in **Maya** for seamless integration into the VR environment.

Education

University of Trier – Fachhochschule Trier Bachelor in Graphic Design / Communication Design (2000 - 2005)

Academy of Fine Arts, Krakow (Akademia Sztuk Pięknych im. Jana Matejki w Krakowie) Semester Abroad in Animation & Design (2003)

General University Entrance Qualification (Abitur) (1998)

Skills & Expertise

- **Animation & VFX**
 - Animation Supervision & Team Leadership Character, Creature & VFX Animation
 - Motion Capture & Keyframe Animation
 - Shot Review & Feedback
 - Pipeline Optimization & Workflow Development
 - Collaboration with Directors & VFX Teams
- **Technical & Coding**
 - **Python/PyQt (Advanced):** Extensive experience in developing tools for Windows and Maya. Built several custom tools for ScanlineVFX. Planning to showcase work on my website.
 - **Shotgrid API (Intermediate to Advanced):** Developed tools integrating Shotgrid into animation workflows for better efficiency.
 - **Kivy/MD (Advanced):** Used Kivy for mobile app development, leveraging Python skills for UI creation.
 - **MAXScript (Advanced):** Early coding experience with MaxScript/3dsMax. Learned key concepts from mentor Manuel Ferdinand.

- **Unreal Engine 4.x (Intermediate):** Worked on a 6-month VR project, focusing on animation and technical implementation. Additionally contributed to a VR animation project with DGC Deutschland.

- **AI Art**

Stable Diffusion /ComfyUI: Extensive experience in creating complex NodeTrees for Still Images and animated Image Sequences

Languages

- German (Native)
 - English (Fluent)
-

Additional Links

- [Demo Reel](#)
- [Vimeo Reel](#)
- [IMDb Profile](#)