



CHASING CARROTS

DELICIOUS GAME CREATIONS

ABOUT CHASING CARROTS

Chasing Carrots KG is an independent game development studio based in Stuttgart, Germany.

Started as a sideproject in 2009, the company was founded in July 2011 by serious games programmer Dominik Schneider and animation professional Patrick Wachowiak.

Thanks to its committed investor, it is now a fully privately funded company employing 10 people, gathering talented programmers and crazy animation specialists with strong art backgrounds around the vision of producing pure digital fun.

The team is currently working on a 100% financed Vertical Battle Racer with extraordinary bossfights. The game's dramatic structure is driven by a hilarious story and crazy characters.

THE FOUNDERS AND DIRECTORS



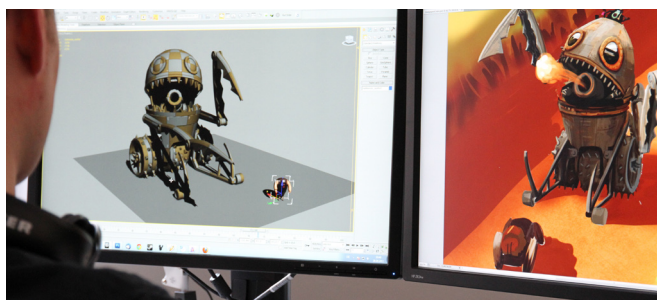
Dominik Schneider
Co-Founder / Managing Director

Dominik Schneider
coding, game design
degree in computer science,
4 years of professional
experience in serious games



Patrick Wachowiak
Co-Founder / Managing Director

Patrick Wachowiak
content creation, game design
degree in animation & visual
effects, 7 years of professional
experience in animation and
serious games. International
sponsorship (ITFS award) – best
thesis (animated short), for work on "My Date from Hell"
and "Animago Award" 2006 – "interactive / newcomer"
for thesis "Beat Boys"



chasing carrots development studio
Stuttgart, Germany

CORE-TEAM

- Daniel Karner – content creation
Winner "3D Total Award", "Animago Award"
- Tonio Freitag – content creation
degree in animation & visual effects at "Filmakademie
Baden-Württemberg", Winner "Animago Award",
"Karl-Steinbuch" scholarship 2008
- Tobias Müller – coding
diploma of Interactive Entertainment qantm Institute
(SAE), Finished Project "Generation Zero",
Finished Project (Shipped): "Christmas Nativity Scene
3D" (iOS), Finished Project (projected to ship 2011):
"Physicus HD²", (iOS)
- Thomas Hinke – concept art & art direction
degree in animation & visual effects at "Filmakademie
Baden-Württemberg", worked on "Oscar" nominated
short "The Gruffalo", Winner "Animago Award"
- Andreas Knüpfer – sounddesign & music
- Johannes Kümmel – producer
VDW Award, Porsche David Gold, ADC Award, Interfilm
Viral Video Award, 4x Spotlight Award, Animago.
Nominated e.g. for Cannes Lions, ITFS.
- Agon Ushaku – consulting producer, QA