

Recommendation Letter | Black Forest Games

I am truly happy to write a letter of recommendation for Thomas Verdier, who was our Level Design intern at Black Forest Games starting July 2015 till October 2015.

As a Producer/Dev Director at Black Forest Games I was responsible for him and his tasks. Throughout the above mentioned period, Thomas proved to be a diligent worker with much enthusiasm and spirit, moreover, his friendly manner have been appreciated by his colleagues.

Thomas was working as Level Designer on the production of Rogue Stormers, a roguelike Contra-style game with procedural elements and co-operative play.

Thomas was responsible for:

- Taking concepts from sketches through to complete game level design.
- Hands-on creation of new stages using our level editing and world building tools.
- Continually designing new features and enhancements to existing functionality.
- He was also working with QA in regards to balance & usability testing.

I must say, it was always a pleasure working with Thomas,

- he takes direction well and can be trusted to run with his own ideas
- contributes to team/studio moral
- he seems to truly enjoy all aspects of video game development and has the skills, the aptitude and the drive to be a valuable member of a game design creative team
- his resourcefulness and ability to keep calm and work well in a deadline-driven environment are impressive.

I highly recommend Thomas Verdier and I'm convinced he will be a valuable addition to your team.

Should you require any further information please do not hesitate to contact me.

Best Regards,

Vladimir Ignatov | Development Director

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