

RE: Nicholas Neesley Recommendation

To whom it may concern,

I am pleased to recommend Nicholas Neesley as a Junior Designer for a game development team.

I am one of the owners of Six Foot and champion for our game products. I interacted with Nick in his role as a Junior Game Designer working with a multidisciplinary game development team on a to-be-announced AAA action video game. His primary responsibilities included researching user journeys for various free-to-play games, capturing game footage, and blocking out game levels.

Nick reported to the Design team but there were multiple occasions where he owned tasks for me. In those cases, Nick was thorough and communicated promptly when the task was complete or if he was blocked and needed more information. On the occasions I had feedback, Nick was quick to listen and react. Nick is not afraid to speak up when he has a question or comment but is always very respectful and positive to others.

Nick also played an instrumental role in determining our migration path from Unreal 4 to Unreal 5 for our game levels. He was able to gather key insights for the team while they continued to press forward on systems migration.

Nick is still early in his career but very passionate about game development and earnest to learn. Nick would be a valuable addition to a mature team with diverse needs where he can continue to grow as a designer. He is at the beginning of a very bright career.

Sincerely,
Josh Maida
Partner, CCO
Six Foot
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