

To whom it may concern,

I am writing to enthusiastically endorse Jordan Gross as a highly talented and dedicated student who has excelled in my A-G-approved Video Game Programming class. Over the course of Jordan's enrollment, I have been consistently impressed with her remarkable achievements in various aspects of game development and animation, including 3D modelling, 2D animation, scripting in Lua and C#, and virtual reality development.

In our Video Game Programming class, Jordan exhibited an exceptional aptitude for 3D modelling, showcasing her ability to craft intricate and detailed hard and organic surfaces using Blender. Her work consistently stood out due to its precision, creativity, and attention to detail. Whether it was designing complex in-game assets or crafting stylized characters, Jordan consistently demonstrated a strong grasp of 3D modelling principles.

Additionally, Jordan exhibited an impressive talent for 2D animation within the Blender software. Her animations displayed a keen understanding of timing, motion, and storytelling. Jordan's animations not only enhanced the visual appeal of her game projects but also brought life and personality to the characters and environments she created.

Furthermore, Jordan demonstrated exceptional proficiency in physics-based game development using Roblox Studio. She skillfully utilized hinge constraints and innovative environment design to craft engaging and interactive gaming experiences. Her projects consistently showcased a deep understanding of game mechanics, level design, and player engagement, making her stand out among her peers.

Perhaps one of the most remarkable aspects of Jordan's journey in our class was her exploration of virtual reality development and programming animation states in Unity using Adobe Mixamo motion capture and C#. She quickly adapted to the complexities of VR development and produced immersive, cutting-edge experiences that left a lasting impression on both me and her fellow students. Her ability to combine creativity with technical expertise in this emerging field was truly commendable.

Beyond her technical skills, Jordan is a diligent and motivated learner who consistently seeks opportunities for growth and improvement. She actively collaborated with her peers, offering assistance and sharing her knowledge, which contributed to a positive and productive learning environment.

In conclusion, I have every confidence in Jordan's ability to excel in any future academic or professional endeavour related to game development, 3D modelling, animation,

physics-based game design, or virtual reality programming. Her dedication, creativity, and technical prowess make her a standout candidate in this field.

It is without reservation that I recommend Jordan for any opportunities in 3D modelling, 2D/3D animation (key frame and motion capture), computer programming (C# and Lua), environmental design, architectural visualization, and VFX for 3D cinematics she may pursue, and I believe she has a bright future ahead in the world of game development and technology. Please do not hesitate to contact me if you require any further information or insights regarding Jordan Gross.

Sincerely,

A handwritten signature in black ink that reads "Oceano J. Marshall". The script is fluid and cursive, with the first letters of the first and last names being capitalized and prominent.

Oceano J. Marshall
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