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Daria Hucal,
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Dear Madam,

I write this letter with the intent of briefly covering some of the general content of the report for this co-op term at EA – BioWare.

Tim Gibson was my manager but due to his early departure from the company, Chris Johnson is the point of contact and supervisor of the report. The report is prepared for both BioWare employees and me for self improvement and learning. Tim Gibson and Chris Johnson approved that the report is **not confidential** as the inner content is industry standard, and any technology or code presented in the report is not private or proprietary.

The scope of the report covers most of the templated software ideas that are potentially beneficial for game development, game performance, code readability or maintainability, or good development practices. The report does not cover detailed technologies and code used in EA's games or engines. Even though the investigated programming code is written in C++, the report does not cover the C++ development, syntax, nor mythologies.

Due to the nature of the work during the co-op term, which is pushing the game for release, there isn't enough time in-office to perform the investigation of the design patterns. Therefore, ideas are formed during my project work, then developed further on my own time outside of the office.

The quality of the recommendation is adequate and objective. Even though the investigation topic involves style and methods of solving problems, which are open-ended, the recommendation applies to every software developer of game development studio.

Sincerely,

Muchen He