March 25, 2018

Re: Jaden Holladay

To Whom It May Concern:

I teach over 150 students a semester at the Entertainment Arts and Engineering Program at the University of Utah, and I've taught game development there as an adjunct for the last four years. Jaden is one of the three top students I've ever had. He is a brilliantly talented, motivated engineer, endlessly enthusiastic for his work, and bright enough to channel that enthusiasm into a rapidly evolving skill set.

In addition to having Jaden as a student years ago, I've also been lucky to work with Jaden in a professional capacity at Octothorpe since. Jaden's engineering capability is far beyond peers at his age. In particular, the design tools he's built for our studio have greatly streamlined production for our titles, affording designers easy ways to implement very complex content. His skills with network programming are also worth highlighting as extremely exceptional, and he's fully capable of any gameplay engineering.

Beyond the above, Jaden is a pleasure to work with -- he integrates well with a team, is thoughtful, and easy to get along with. I can't recommend Jaden enough. He has always exceeded expectations by wide margins over the years I've had the pleasure of knowing him. I'm certain you will have a similar experience.

Sincerely,

Matt Anderson
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