

To whom it may concern:

Jake Tomassi started as an intern in FullSail's ARVR Lab in August 2024 and has been instrumental in researching and evaluating the Magic Leap and other AR hardware on the Unreal engine platform while working with teams of undergraduate students in the simulation and visualization program and graduate students in the game design masters program.

His results enabled development of revised AR undergraduate course material and prototype training concepts presented to subject matter experts at Decision Tactical police training facility in Sanford FL.

Jake came to us as a game design masters and I've had the pleasure of watching him grow as a software developer while sharing his experience with fellow students.

Dan Mapes  
ARVR Lab director  
Full Sail University