1124 Stokes Dr.  
Cornwall, Ont.  
K6J 5J5

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Fredy Di Sano  
Hardline Studio  
981 Wellington St. W.  
Ottawa, Ontario  
K1Y 2Y1

Subject: Informational interview on indie game development in Ottawa

Dear Fredy

My name is Jordan Tuck, I am a game design student at St Lawrence College. I would like to discuss with you the benefits and pitfalls of starting and maintaining a small independent game studio.

As a former professional programmer and mature student at the college, I am seeking to apply my new education towards creating my studio. I would very much welcome the opportunity to talk with you about your adventures on the path to becoming a successful game developer.

With your permission; this talk is to be the basis for a report on the Ottawa gaming industry to my Communications 234 class. I have attached a list of questions I have of the professional gaming scene in Ottawa. If you are available within the next few weeks I would like to offer you a lunch meeting in exchange for sharing your experience and time.

If there is no time for lunch in your schedule, we can also communicate through email, skype, or phone.

Thank you for your consideration and I wish you all the best in your endeavors.  
I look forward to hearing from you

Jordan Tuck  
St Lawrence College Student  
613-861-9258  
[Jordan.Tuck@sl.on.ca](mailto:Jordan.Tuck@sl.on.ca)

**Questions and topics to consider discussing**

**Daily Work**

1. What skills are required in your position on a day-to-day basis?  
2. What parts of your job do you find most challenging?  
3. What do you find most enjoyable?  
4. Are there any negatives to your job?  
5. How many hours do you work in a typical week?  
6. How would you describe the corporate culture?

**Industry and Opportunities**

7. Is the gaming industry growing enough so that there is room for a new studio?  
8. Are too many or too few people entering this profession?  
9. What developments on the horizon could affect future opportunities?  
10. What are some of the industry changes you have seen over the last 5 years?   
11. What changes do you think there will be in the next 5 years?  
12. Why do people close their studios?  
  
**Success and Prospects**

14. What is a reasonable earnings progression for a new studio? What is the long-term potential?  
15. How did start your studio?  
16. If you could start all over again, would you change your career path in any way?   
17. What is the background of most development studio directors?

**Skills and Culture**

18. What further education would you recommend for a successful studio director?  
19. What qualifications do you seek in new employees?  
19. How do most people enter the indie game community?  
21. Do you think I have the background to manage a game studio?  
22. How does your company compare with others in the area?  
23. What personal attributes are essential for success?  
25. What professional journals and organizations should I be aware of?  
26. Is there anything else you think I need to know?  
27. Who else would you recommend I speak with? When I contact them, may I use your name?