Mark Leibert

School of Literature, Media, & Communication

mark.leibert@lmc.gatech.edu

404-808-6341

To Whom it May Concern,

I’m writing in support of Will Brewer’s application to the gameplay programming internship position at Hi-Rez Studios. Will was in my Principles of Visual Design course at Georgia Tech in the Fall of 2015. During that time I could count on Will to be an enthusiastic participant and contributing member in critiques and creative sessions. Will demonstrated leadership and the ability to navigate stressful situations with clarity.

In addition to the usual lectures, the course took the form of a creative agency dubbed Studio 2720. Will was a part of the game team and also participated in an initial branding process for an Atlanta based company. Compensation for the work on behalf of the company subsequently funded a range of design projects that culminated in an end of semester showcase.

While we covered the principles and elements of design, students were encouraged to apply design principles to multiple applications and mediums, including laser cut structures combined with yarn, large scale painting, game development, and book design. The visual and thought exercises revealed the pervasive influence of design across disciplines and sectors.

Will’s group produced a weather inspired Android app referencing classic platform games. His contribution included creating a faceted background landscape in illustration, programming in Unity, as well as the initial concept art. Design concepts were created in analog and digital sketches. I noted Will’s additional use of programming with Processing to explore concepts.

In short Will possesses the character and skills to be a significant and positive force at Hi-Rez. I wholeheartedly recommend Will for the position. If you have any further questions don’t hesitate to ask.

Regards,

Mark Leibert