

To Whom It May Concern,

Blake Simpson was our lead programmer at SK Games for 4 and half years [Sept 2010 – Jul 2015] In this time he did the programming for numerous games as well as working in a team environment designing games. He was always ready to push the boundaries of game design and take it to another level creatively.

Blake works well with direction but also excels with his own self guidance and was able to manage several project deadlines at one time.

Blake was always prepared to go above and beyond the call of duty and would work overtime to hit deadlines. If we were exploring areas he was unfamiliar with technically he would make sure to get himself up to speed. He wrote several programs we still use today including a visualizer and equipment testing programs.

Blake is a passionate asset to any team and enthusiastically gets on board with new ideas and initiatives with a zest for his chosen field.

Sincerely,

A handwritten signature in black ink, appearing to read 'Louis Roots', written in a cursive style.

Louis Roots

Company Director

