



## WORK CERTIFICATE

Jason Dansie (25.09.1976) has worked at Next Games from 4th of October 2021 until 1st of April 2022 as a Trainee Game Programmer. He was a participant in the Next Games Academy program which is a program targeted for programmers wanting to enter the gaming industry and to more experienced programmers wanting to switch careers.

As a Trainee Game Programmer, his tasks included:

- Participate the Next Games Academy program
- Create prototypes
- Implementation of game features
- Participate and contribute to the programming discipline
- Find and fix bugs as part of the QA process


The main technologies used:

- C#
- Unity
- Git version control
- Azure DevOps environment

Jason Dansie has shown initiative and enthusiasm in carrying out his tasks. He has attention to detail and is a great asset for any game team. He is easygoing, relaxed and was really valued as a colleague.

Helsinki 11th April 2022

Next Games Oyj

DocuSigned by:  
  
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Janne Huhtanen  
Technical Director, Games