

# Letter of Reference

Juan Pablo Hernandez Mosti was employed from July 3, 2023 to October 31, 2024 as an Unreal Engineer (C++).

realworld one is a company specializing in virtual and augmented reality solutions for the scientific, industrial, and medical sectors. It empowers its clients by providing cutting-edge VR/AR software tailored to enhance training, collaboration, and operational efficiency in highly specialized fields. Its headquarters is in Freiburg, Germany.

Mr. Hernandez Mosti tasks were:

- Creation and maintenance of low-level systems using C++ used as a base for creation of interactive experiences.
- Creation of visual debugging tools.
- Resolving Software Bugs: Ensured the stability and performance of our solution by effectively troubleshooting and resolving software bugs.

Mr. Hernandez Mosti possesses a comprehensive and diverse skill set, which allowed him to understand complex situations, identify the root causes of issues, and develop effective solutions. His dedication and proactive approach ensured that he always took the initiative in his tasks, fully committing himself to his role's responsibilities and to the company.

He was known for his ability to work independently, and in a well-organized manner, always following a clear and thoughtful plan. His work ethic was characterized by a calm, and focused approach. Mr. Hernandez Mosti was exceptionally reliable and demonstrated resilience even in high-pressure situations.

In addition to his technical expertise, Mr. Hernandez Mosti excelled in social interactions, demonstrating strong communication skills and a friendly, approachable demeanor.

It is with sincere regret that we acknowledge his decision to leave realworld one as of October 31, 2024. We are losing an exceptionally capable employee and would like to express our gratitude for his excellent contributions to the company. We wish him every success in his future professional endeavors and personal life.



Tomasz Mysliwiec

Lead Unreal Engineer



Loïc Raimond

Senior Technical Producer