

18th November 2017

Dear Sir/Madam

Re: Liam Neale

Liam first joined the team at 7thSense in July 2017 to assist with a resource shortage in production. This involved working for one day a week during term time and more concentrated blocks of time during school holidays. After working in this environment for a few weeks Liam then moved on to assist the software development team with the creation of a Unity3D application to demonstrate a new advanced product capability for combining playback media with realtime gaming assets, and is still working at 7thSense in this capacity, largely as the sole games programmer.

Liam is extremely punctual and hard working and has integrated well into the teams at 7thSense.

During his time at 7thSense Liam was actively involved in the following tasks:

Production assistance

7thSense manufacture a range of custom designed, high end media servers for the various entertainment industries, including world leading theme parks. The media servers are based around Windows PC hardware and are built, configured and system tested in-house.

Liam joined the production team to assist with this process, which included configuration of the various hardware and software components to meet the specification of the servers against the customer requirements, including correct documentation of the process for quality assurance.

Unity3D development

7thSense have developed a new capability to seamlessly merge realtime and playback media, for applications such as theme park attractions.

One such technique involves an advanced 3D scene workflow, including programming of a gaming engine such as Unity3D. This is a new area of development for 7thSense so Liam was tasked with some of the very early Unity programming (including the implementation of some advanced principles and concepts) in C# and building a template for demonstration and further product development.

The work that Liam continues to progress is regularly being demonstrated by 7thSense to world leading theme park companies around the world, with successful demonstrations to date in the UK, US and Dubai.

A recent addition to the requirements for 7thSense is support of the Unreal 4 gaming platform in addition to Unity3D. To this end, Liam has also just started to work with this platform, which involves programming in C++.

Yours faithfully

Richard Brown
Technical Director