CHELSEA RAPP

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LETTER OF REFERENCE FOR LIAM BECKETT, SENIOR GAME DEVELOPER

Please accept this letter as a personal recommendation for Liam Beckett, who worked at CerebralFix Ltd. from 2018 – 2023 in the role of Senior Game Developer.

I have worked with Liam in my capacity as both a Senior Producer and as Head of Corporate Strategy.

During my time as a Senior Producer, Liam worked with me a developer on a wide variety of client and in-house project teams. I am happy to affirm his exceptional capability as both a Senior Developer (working as a delivery team member) and as a Technical Lead (leadership of the technical product design, implementation, and delivery efforts); something he has now done on multiple large and small projects for clients including Disney, Universal, Sony, and Dreamworks.

He is one of those rare game developers with both the exceptional communication and the organisational skills needed to ensure that the project milestones are properly evaluated and the risks are identified early. In doing so, he creates a stable environment for his fellow developers while also coordinating with the other product disciplines to maintain a cohesive project team.

Liam is not afraid to take on new responsibility or of being held accountable. The type of work we do means that processes and plans often need to change on the fly - and Liam has always taken this in his stride, never losing sight of the goal. During the COVID-19 Pandemic, he was the Technical Lead on a project for a high-profile, long-term client of CerebralFix. The project was pivotal to our bottom line as projects were being cancelled left-and-right; Liam handled this responsibility and the high pressure environment with ease.

Since that time, I have worked with Liam on our Research and Development team. During the establishment of this new business vertical, I specifically requested him for the team, because I wanted the new group to be able to lean on his experience in problem solving, being agile, and maintaining a strong group dynamic. While on this team, Liam was able to rapidly prototype and solve technical challenges in the emerging technologies space, including a virtual production project for an award-winning short film.

Not only do I recommend him, I can say with confidence that Liam is a 'unicorn' developer - one with both technical and people skills - that I have only seen 3-4 of in my career; he will be sorely missed.

Please feel free to contact me if you wish to discuss further.

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Chairperson | New Zealand Game Developers Association
Head of Corporate Strategy | CerebralFix Ltd.
Games Ambassador | University of Canterbury
Ministerial Advisory Member | Trade for All Advisory Board (MFAT)

Board Member | Regional Skills Leadership Group - Canterbury (MBIE)

Board Member | Digital ITP Partnership Board (MBIE)