



Fabian Schober
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Confirmation of Mano Marichal's Internship at Dirty Paws Studio

To whom it may concern,

We are hereby confirming the successful completion of Mano Marichal's internship on game design at Dirty Paws Studio.

Mano interned with us from March 2023 to August 2023 and during his internship, he worked on conceptual and practical game design, level design, and tutorial design. He showed exceptional proficiency in his work that he demonstrated with his creative approach and the ability to devise well-founded solutions, even with limited guidance.

Demonstrating a profound understanding of game design and game production, Mano showed an exceptional ability to create gameplay systems that harmonised with the vision of the project while keeping a keen eye on scope, technical constraints and resource budgets.

Mano's contributions to the project significantly improved our project and his dedication and willingness to learn and improve were evident throughout the internship, making him enjoyable to work with. We wish him the best in his future endeavours in the game development industry and academics.

If you require any further information or have any questions regarding Mano's internship at Dirty Paws Studio, please feel free to contact us at contact@dirtypaws.studio.

Sincerely,
Fabian Schober