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To Whom It May Concern:

I am writing this letter in support of Óscar Losada Suárez, to enthusiastically recommend his employment at Playdead.

I'm co-owner of Die Gute Fabrik, where I helped program, design, and produce our recently released narrative adventure game, Mutazione. I'm also a Lecturer (Assistant Professor) at RMIT University in Melbourne, Australia, where I teach and research game design.

Óscar has been working with us since late 2017, and I have collaborated closely with him throughout his time at Gute Fabrik, especially on Mutazione's gardening feature and all of the game's GUI systems. Even though I work remotely from Australia, Óscar has been delightfully easy to coordinate with. He's focused, organized, and thoughtful. I genuinely enjoy discussing and evaluating design decisions with him on our regular Slack calls.

Most importantly, I want to emphasize how Óscar is able to program, prototype, *and* do game design – all at a very professional level. In my experience in the industry over the last decade, it is extremely rare to find a trained software engineer who can also prepare high quality visual mockups and propose smart solutions to complex design and usability problems. Óscar can “do it all”, which makes him an ideal person for prototyping new features and mechanics, as well as tweaking important gameplay details like game feel.

Just to provide one example: Óscar was instrumental in improving the usability flow for Mutazione's gardening feature. As we approached the final stretch of the project, we were resigned to ship a version that worked well enough, but which was still sometimes confusing to new players. On his own initiative, Óscar dug up some of our initial prototypes from years ago, and used those original brainstorming ideas to propose some possible new hybrid solutions. Óscar iteratively prototyped several of his ideas, and increased the usability of the gardening considerably. I really appreciate his attention to detail, and his ability to distinguish between polish that really matters and extra work that is wasteful.

Óscar was also instrumental in helping us port the game to Apple Arcade. Adapting the game for touch input and small screen sizes was a daunting design challenge, but Óscar was able to successfully spearhead our efforts in figuring out how to adjust and re-design the gameplay and the GUI for different platform constraints.

I sincerely wish we could keep Óscar on board at Gute Fabrik, but because of budget reasons we are downsizing the company to a small crew of only three people. I hugely respect all the detail-oriented design and environment work you do at Playdead, and I think Óscar would be an excellent fit for the advertised Gameplay Designer position.

Please don't hesitate to contact me if you have any questions.

Douglas Wilson