

August 2012

Recommendation from Art Director, Morten Pedersen from Refactored Games:

“Tobias worked as a technical 3D artist on our game and set up a perfectly suited 3D asset pipeline between Maya and our self-developed XNA game engine. He helped me, the art director, develop solid workflows for modeling, rigging and animating an extensive range of alien creatures with endless combinations of arms, legs, tentacles, wings etc. while producing several models that have been added to the game.

He has a wide skill set and is able to quickly solve problems and seek out solutions, all along communicating with the programmer and the artist.

This is why I recommend that you hire Tobias!”

Morten Pedersen,

Art director

Refactored Games

www.unclaimedworld-game.com