

Letter of recommendation for Tobias Jacobsen

Tobias has been working as a 3D animator and level designer at PortaPlay ApS, in spring 2012.

Tobias worked with cut-scene animation, facial animation and level design on our casual+ Iphone title "Panzer Geekz", which is a 3D, free-roaming, physics based destruction-racing game. The work included facial animation in 3DMax and Unity, Unity based character and prop animation, in-game cutscene scripting, texture optimizing and scenery / level design.

When Tobias started, we had an existing animation pipeline setup that was missing facial animation. During Tobias stay, he managed to use and modify the existing pipeline, to add new features, while still leaving any other function intact.

When working with modifying our existing pipeline, animations and textures, Tobias managed to work very independently, while still "touching base" and following directions. –thus balancing perfectly the need for being independent while still following the common goal.

We are thus very satisfied with Tobias' efforts. As he is both technically very skilled, have a sense for the esthetics and being easy to work with at the same time.

Finally we think that Tobias as a person, is a nice addition to the team. He fitted nicely into the production team, good spirited, always willing to lend a helping hand and always focused on solving the challenges as they arose.

In other words – I can recommend Tobias.

With regards, Crea. Dir. ~~Hans von Knut~~ Skovfoged

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