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To Whom It May Concern:

It is with great pleasure I write this recommendation letter for Jeroen. I have been Jeroen's supervisor for last one year.

During that period Jeroen showed great skills in 3d character creation pipeline, both artistic and technical. He was able to improve and self-educate in working hours but also in spare time. With great enthusiasm he delivered his assets in great quality.

He mastered full pipeline for creating high quality next-gen realistic characters for video games. Including: highpoly modelling in Zbrush, retopologizing, unwrapping, texturing, skinning, shaders setting etc. He also contributed in research for new technologies, useful for next-gen visual production. (haircut building, hair shader research etc.)

It is worth to mention that Jeroen is very communicative person and great "team player". He was always opened to any critical discussion and based on that, able to improve whatever he is working on.

Sincerely,

Mikulas Podprocky

Senior Character / Concept artist, 2K Czech