



January 19, 2018

To Whom It May Concern:

I am pleased to recommend Jeroen Van Hoorebeke for an artist role in your company. I had the pleasure to work with Jeroen at 2 companies now. First as a mentor and colleague at 2K Czech. There experiencing his enthusiastic growth from junior character artist into regular character artist role.

Secondly we worked together at Hangar 13 Studio where I have been Jeroen's Character Lead for 3.5 years. His participation in getting character art pipeline ready during the pre production of Mafia 3 was essential. To name a few topics he worked on (modularity work-flows, face scan clean up and related processing for facial rigs and engine, texturing and shading PBR work-flows,...) During the production, his art skills grew even further from his already firm foundations. Jeroen handles regular character creation steps with ease. And If I should highlight one top Jeroen's art specific quality, I would pick texturing/surfacing work. I always enjoyed looking at cloth or face texture work he did. The attention to detail and cleanliness of his work was great.

Jeroen is a great team player, always open for feedback and ready to give a good one. He can provide a worthy view and guidance as well. His communication is very clear, which was very useful for him when working in wide multi national Development team at H13 as well as when working with External Partners and Vendors.

Please feel free to contact me for any additional information.

Sincerely,

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