



March 5, 2007

Re: David Choi

To whom it may concern,

This letter is in reference to David Choi. David worked for me in the Art Department at Mad Doc Software from August to December 2006. He performed primarily as a high-poly weapon modeler and texturer on an Unreal 3 engine-based multi-platform tactical squad first-person shooter.

Although Mad Doc's primary offices are located in Andover, Massachusetts, David Choi was a part of a small satellite team in Seattle. David communicated his status daily, often escalating and offering solutions for any issues he encountered. His excellent communication made it seem more like he was just in the next cube rather than across the country. Our schedule was tight and David always delivered his assigned work to a high quality and in a timely fashion. He adapted quickly to changes in task priority and his hard work pushed the weapon schedule ahead by 2 weeks which allowed the addition of content that would have otherwise been absent. During David's service with us, I interacted frequently with him and depended on him. Very much a team player, David was always punctual, yet easygoing. He was dedicated to his work, extremely self-reliant and required very little supervision.

I would like to be very clear about why David is no longer with us. David is available only because of our recent reorganization. We did not want to lose him, but it was unavoidable. In closing, let me say I have no hesitation in recommending David Choi for any position pertaining to production including off-site work. I feel confident he would be an asset to your organization. Please feel free to contact me if you have any questions or require any additional information.

Sincerely,

Eric Dannerhoj
Art Manager