

Cph. 01/10-2020

Letter of recommendation for Carl Henrik Andersson

Calle has worked full time as a game and level designer for Portaplay since 2018. He has primarily worked on our tactics game Broken Lines and its expansion.

He worked on level design, from white boxing, polishing and iterating on his designs to finalizing, balancing and testing the levels. Calle also worked on visual scripting, balancing and testing items, weapons, abilities and traits inside the game.

Calle has a good talent for creating interesting and engaging levels with various and varied gameplay challenges. His levels have a layout that makes it easy to get an overview, explore the terrain and many different ways to approach and replay.

Calle worked in the Unity engine together with the rest of the team, and used his accomplished skills in both design and scripting.

Calle is bright, versatile and always friendly, mature and professional to work with. He is a fast learner, very thoughtful and takes well to constructive criticism. Calle is a great and dependable worker. He is independent and motivated, and helps solve the challenges as they arise. He has helped shape our games in a big way, so we are grateful for having him onboard.

In other words - we can highly recommend Calle!

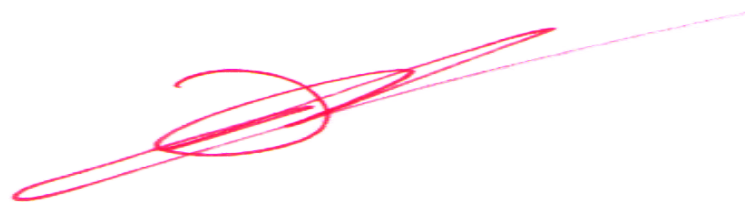
Best regards



Jakob Hansson

Art director and Lead designer at PortaPlay

E-mail: jakob@portaplay.dk



Hans von Knut Skovfoged

Creative Director at PortaPlay

E-mail: hansvonknut@portaplay.dk

P O R T A
▶ P L A Y