



To Whom It May Concern,

I had the pleasure of working with Keith Jordan as a Game Design intern at E-Line Media during the fall of 2012. He was very helpful and willing to take on any task he was handed. This ranged from QA testing, to level design, to even community moderation. No matter the task Keith would make sure to put in the same amount of quality effort into his work.

Keith was also understood the value of feedback and iteration. He has a strong sense of the game design process, and knew that constructive criticism could only help his designs. If an issue appeared, Keith would look for a workaround or ask for help, balancing solving a problem on his own and requesting help when necessary. These values show in various tasks he was assigned to do such as designing levels for the seasonal Spooky Challenge, doing concept work on new functionality in the game, and creating games that showcase special functionality.

Keith was also conscious of being punctual and giving notice when he could not make it in. If needed, he would offer to spend extra time to get a task done in order to meet a deadline. It was a pleasure working with Keith and helping him grow as a game designer.

Sincerely,

A handwritten signature in black ink, appearing to read 'Michael Gi'.

Michael Gi
Game Designer
E-Line Media