

Game Engineering and Simulation Technology

May 22, 2015

Letter of Recommendation

Maria Hejlek

To whom it may concern,

I herewith refer to Maria Hejlek, a student of the master program "Game Engineering and Simulation" of the University of Applied Sciences Technikum Wien, Austria.

Maria was one of my students in the courses "Introduction to Games" and "Level Design", and I quickly noticed that she was a very driven student, as she put a lot of effort into assignments and projects. She was without doubt one of the students, who showed the highest interest in game, level and puzzle design.

Before that I got to know Maria when she was writing her thesis "Spannung in Spielen" ("Tension in Games"), to achieve a bachelor degree in "Computer Science" at the same university. I was the evaluator of her thesis and enjoyed reading her work, which was marked with the highest possible grade.

Personally, I have experienced Maria as curious, ambitious and motivated. She was always interested to learn about design techniques and concepts, worked well both on her own and in a team, and was never timid about trying out something new.

I am very pleased to hear that she is interested in pursuing a career in game design, and I am very comfortable with recommending her for any job in this particular field that she may want to pursue. For any further questions, please do not hesitate to contact me.

Sincerely yours,

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