

To Whom It May Concern,

It is with great enthusiasm that I recommend Anton for any role in level design or game development. I had the pleasure of having Anton as an intern here at *Invisible Walls*, where he consistently impressed the entire team with his dedication, creativity, and understanding of both level and game design.

Anton is a passionate and productive designer. He approaches his work with thoughtfulness, and is able to produce rapid iterations while carefully considering gameplay, balance, and player experience. His ability to think holistically and take in feedback before committing to a design makes his contributions particularly strong.

Beyond his level design skills, Anton also brings valuable insight into broader game design discussions. His ability to bridge the gap between these disciplines strengthens any project he touches. He is never afraid to engage in creative dialogue, and his input frequently helps push the discussion in a good direction.

During his time at *Invisible Walls*, Anton created an impressive range of content: a fully released Brawl map, a new in-game house, prototypes for three additional houses, a large sandbox map, and a prototype for an entirely new map.

Anton is the kind of developer any team would be lucky to have. He is collaborative, motivated, and brings real momentum to the projects he works on. I can recommend him without hesitation—you will not regret having Anton on your team.

Sincerely,
Sebastian Hurup Bevensee
Gameplay Director & Level Designer
Invisible Walls

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