

May 2013

To whom it may concern

Asger Dam Hoedt has been employed as a Programmer in a full-time position at Unity Studios from 1st of May 2011 to April 30th 2013.

During this time, we have been extremely happy with the high quality of work, dedication and energy Asger has poured into his employment here.

While working at Unity Studios, Asger has demonstrated a strong ability to take responsibility for his own work, as well as a high capacity for solving the tricky hard technical nuts that always pop up in programming projects.

Asger is a talented developer, who manages to communicate both the big picture and the smaller details of a project. At Unity Studios he has managed different programming tasks and positions: Lead Programmer, Game Programmer with focus on Kinect, Resource Management, LOD, time estimation, graphical effects, shaders, light calculations, as well as many other things. Asger is academically very capable and he always has the courage to take on new challenges.

Asger is very dedicated to deliver high quality work at all times, but also pragmatic about delivering on time, when this is what is called for.

Asger is a committed employee. He has solved his projects to everyone's satisfaction. Furthermore, Asger find it easy to collaborate with other professional groups, and has been popular with our customers and partners.

All of this, coupled with Asger constant good spirit and energy, makes us very sad to say goodbye to him. We wish him the very best and giving him our best references.

We are always available for more details when needed.

On behalf of Unity Studios,

Lars Kroll
Development Director

Allan Kirkeby
Studio Director