

Recommendation

Funday Factory
Filmbyen 11, 5th floor
8000 Aarhus C

Aarhus, July, 2022

To whom it may concern

Kasper Olsen has been part of Funday Factory from January 2022 to July 2022 in the role of Game Programmer – and it has been a pleasure from beginning to end.

Throughout his time in Funday, Kasper has worked on our own and very first PC game Don't Die in the West, and he has tackled every and all challenges with a go getter and say-yes attitude. He is an ambitious and detail-oriented person with an impressive ability to work in and with a team.

Professionally, we have come to know Kasper as a very self driven colleague who quickly took on a high amount of responsibility and ownership within game systems, including areas like procedural level generation, UI and various in-game features.

On a more personal side of things, Kasper is a structured, highly-skilled and pragmatic colleague – and we would have liked to keep him for much longer. Kasper proved to be able to interact and work smoothly with everyone he came across in and outside of Funday, and I give him my very best recommendations.

In case of questions or additional references, don't hesitate to contact me.

Sincerely,



Kristian Bang Nørgaard

CEO

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