



www.perfectstorm.gg
Seamus@perfectstorm.gg

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151 Calle de San Francisco, Ste 200 PMB 1631
San Juan, PR 00901-1607

J. Seamus Landry
Director of People Operations
(360) 862 3277

Dear Ottavio,

I am pleased to write this letter to acknowledge and commend the dedication and contributions you made during your internship with Perfect Storm. Over the past three months, you have demonstrated an impressive level of commitment to your role, showing both growth and a strong ability to learn and adapt to the dynamic environment of game development.

Key Contributions and Skills Acquired

- **Quality Assurance:** Executed detailed test cases, identified and documented bugs, collaborated with engineers and technical artists to resolve issues, and ensured compliance with quality standards.
- **Technical Proficiency:** Gained proficiency in Unity and our custom scripting language; independently created a new class within the game under guidance.
- **Creative Input:** Suggested gameplay and item modifications, contributing valuable ideas to the team.
- **Collaboration:** Assisted various team members, from engineers to technical artists, in tasks ranging from bug tracking to admin duties like desynchronization tracking.
- **Leadership in Learning:** Led book club sessions on *Actionable Gamification* fostering a learning culture within the team. Read and reviewed *Principles of Product Development Flow*, and *7 Powers* with the Director of People Operations.

Achievements

- Achieved a thorough understanding of QA processes in game development.
- Supported the launch of a major game update through critical QA contributions.
- Developed strong collaborative relationships across the team.
- Completed a capstone project, coding a new class for the game.

Your contributions have had a meaningful impact, and it has been a pleasure to have you on the team. We look forward to seeing your continued success in the future.

Thank you once again for your hard work and dedication.

Regards,

J. Seamus Landry
Director of People Operations
Perfect Storm