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To Whom It May Concern,

I am writing this reference for Emily Bullock, a student I was fortunate to teach during her time at Murdoch University in the Games Art and Design program. As both Emily's lecturer and as an artist I have watched her grow into a passionate and knowledgeable graduate developer.

Emily was always a high achieving student during her time in my units, always striving to achieve high grades and complete every task to not just completion, but above and beyond. This is a trait rare seen in students, with most trying to do the bare minimum.

Emily during her time has developed strong skills in the 2D areas, with great insight into the concept art process and working with others. Designing not just for herself but to inform others of the team into how design should be handled and proving her understanding of the Game Development pipeline.

During Emily's final year, I had the pleasure of being her supervisor for her final team project in our unit CRE311 and CRE312 – Creative Media Projects, where in students were required to develop a complete game and showcase this to the public. Emily team was high achieving in this area with their title 'Crow Get It' in which Emily had an active hand in all stages. From initial planning, concept and into development. Emily upskilled and learned new techniques to better work with her team, including coding and Unity development with a focus on the terrain and level design as the Design Lead of the team.

It is with great pleasure that I recommend Emily as a passionate and driven developer who would be an ideal candidate as a graduate student for employment in the Games Industry. Should you require any additional information, you can feel free to contact me by email at d.wearing@murdoch.edu.au.

Sincerely,

Daniel Wearing

Associate Lecturer | Murdoch University | Games Art and Design