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To Whom It May Concern:

Jordan was originally hired with a batch of temp game-testers to help Nomadic with user-testing.

After his initial employment contract was finished, we identified Jordan as a fantastic candidate and asked him to come aboard Nomadic on a full-time basis. It was clear he had a strong work ethic, was a great communicator, and during this very stressful test period, a fantastic well-natured personality.

He expressed interest and willingness to help with the most important component of the experience, the complicated flow-timing, and interaction design. Jordan was the only person I trusted to make recommendations on user flow and design parts of the experience. His understanding of the intricate and complicated experience gave me confidence the work was in good hands. His full comprehension of the game design, optitrak technical peculiarities, and his great aesthetic made him one of the most valuable designers in my group.

I hope our paths will cross one day again and would hire Jordan in a heartbeat.

Regards,

Anthony Shafer
Creative Director, Nomadic