



FULL CONTROL

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I can hereby testify that Filip Pilebo has been working at Full Control as first an intern and then as an full employee in the role of Game/Level Designer for Jagged Alliance Flashback. Due to budgetary reasons at the end of the project we unfortunately have to let Filip go.

Filip is a driven developer with a huge passion for games. Specialized in level design he is well aware of what makes something "fun" to play. He is not afraid to take feedback, iterate and improve upon his ideas and/or give feedback to others to achieve a better result. This, together with his aptitude for aesthetics, enables him to bring any idea, from paper all the way into a polished final product.

He managed and distributed the work among level designers on the team, and showcased great skills in leadership as well as a talent for planning and structuring their work. Filip and his team was highly motivated and always delivered on time.

Filip also contributed to the game design of Jagged Alliance: Flashback and played a big part in the direction of the game - from story and progression to combat mechanics.

Socially he fits in very well into the team as well as in the social gatherings happening in the studio.

Overall, his skillset and abilities far surpass his current level of experience and I would recommend Filip for employment without reservation, as well as hire him again for future projects for Full Control if possible.

A handwritten signature in black ink, appearing to read 'Thomas Hentschel Lund'. The signature is fluid and cursive, with a large initial 'T' and 'L'.

Thomas Hentschel Lund

CEO

Full Control