

Dear Hiring Manager,

My name is Bryce Clark and I had the pleasure of working with Cody Cottrell at Mob Entertainment, where I served as Lead Technical Artist and Game Director. I'd like to offer my recommendation for Cody for a Level Designer role (or adjacent positions in level design).

During our time together, Cody consistently demonstrated passion for his craft and a disciplined, end-to-end approach to building levels - from paper design through final implementation. He has a keen eye for narrative integration, shaping spaces that not only play well but also reinforce character arcs and story beats. Cody's levels aim to balance moment-to-moment gameplay with worldbuilding, resulting in experiences that felt both engaging and thematically coherent.

Thank you for considering Cody. I'd be happy to answer any questions that would help with your evaluation.

Sincerely,
Bryce Clark
Game Director, Mob Entertainment
[bryce.clark@mobentertainment.com] • [828-777-6984] •
[<https://www.linkedin.com/in/bryceclark/>]