

To Whom It May Concern,  
My name is Jeffrey Kung, Lead Level Designer at Mob Entertainment. I was Cody's lead and I had the good fortune of working closely with Cody on Poppy Playtime Chapter 5.

Cody displayed extensive knowledge of the story and lore of the Poppy Playtime franchise and translated that knowledge into fun and engaging levels that our players will love! His passion for guiding the player through his levels shows in his attention to detail in the puzzles he created, the layouts of his level geometry, and to his scripted events.

Cody's strengths in level design is in his narrative integration and creating an atmosphere in his levels that reflect what the player should feel and what the player should experience. He is able to take the narrative beats for his levels and create supporting events, gameplay, puzzles, and environmental story telling.

Finally, would I work with Cody again? Yes, in a heartbeat. Cody will be an asset to whatever team he joins and will hit the ground running! I couldn't recommend Cody highly enough!

Sincerely yours,



Jeffrey Kung

Lead Level Designer, Mob Entertainment