



Half Past Yellow  
Nannasgade 28  
2200 København N  
+4550313080  
max@halfpastyellow.com

To whom it may concern,

I am writing to recommend Olle Drakenberg.

Olle joined us at Half Past Yellow from September 2022 until April 2023 as a Level Designer while he finished up his education at The Game Assembly.

At Half Past Yellow, he proved himself proficient in Unity, using blockouting tools (such as probuilder) and 3D tools (such as Blender) to create level layouts and puzzles for our First Person Puzzler project. Frequent check-ins allowed us to refine the puzzles together and produce great content for the game.

Olle is valuable in brainstorming sessions, he always has fresh ideas for the project and is able to create great on paper designs that convey a good sense of space and visual quality. Olle thrives at creating visually interesting spaces and has a good sense of how to build up an environment that players will enjoy navigating.

Olle is a hardworking and motivated individual who is eager to prove himself. With the correct direction, he will be a valuable asset to any company who decides to hire him.

Sincerely,  
Max Wrighton  
Co-Founder and Game Director