



Kung Fu Factory
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January 13, 2014

To Whom It May Concern,

I would like to strongly recommend Milo Cooper as a candidate for a position within your organization. In his role as Technical Artist and Tools Development Engineer, Mr. Cooper was employed at our office from 2010 – 2014.

Milo was a lifesaver during his tenure at our company. He's a super-rare find of someone who is strong with artist/ animator tools, but he can also program at a very high level. His intuitive understanding of artist and designer workflow meant he was easily able to create user-friendly productivity tools. Milo's software tools were key components to allow our company to be more productive and efficient and ship our products on time and on budget.

Milo developed software tools in C# and F# using .NET, and he has familiarity with WinForms and WPF. He authored countless 3ds Max and Maya tools using MaxScript and Python, respectively, and he built iPhone/Android development utilities for us using SilverLight, SQL, JSON, and Python. For our Xbox and PlayStation products, Milo's C++ skills were put to use for the development of 3ds Max and Maya plug-ins, and when integrating third party libraries and creating real-time low-level 3D geometry mesh manipulation routines for our games.

In summary, Milo's vast knowledge and experience were of tremendous benefit to our company, and he would be an excellent addition to any business.

Sincerely,

A handwritten signature in black ink, appearing to read "Daryl Pitts", with a stylized flourish extending to the right.

Daryl Pitts
President
Kung Fu Factory
email: daryl@kungfufactory.com