

March 20, 2008

Dear Sir or Madam,

When Edge of Reality took on the job of developing The Incredible Hulk, we knew that we were not big enough to do the job without help. In order to keep the permanent staff to a reasonable size, we decided to outsource a lot of the content and hire a team of temp artists whose job it would be to place the assets created by full time artists and our outsourcing partners into the game.

James Edwards was hired as a temp artist in this capacity. He had the skills that were necessary to do the job, an enthusiasm for games, and a great work ethic. Through out his tenure at Edge, he has exhibited the ability to handle whatever task we assigned to him. Usually those tasks involved learning new tech, and James showed that he was able to learn fast, to ask questions, and to get the job done.

Even though the primary role of the temp artists that we hired was building the game from assets that were created by the permanent staff and outsourcing, we wanted all of our artists to have the ability to create next gen assets. So from the start of this project, we made it a point to give our temp artists training in all aspects of next generation game production. We offered workshops in high poly modeling, normal map creation, and layered population. James has a good understanding of the processes required to make assets, and of the technical requirement of those assets.

James was in charge of populating the streets in the Xbox 360 and PS3 versions of our game. This was a big task, and required a thorough understanding of our pipeline. It also required patience and “flexibility” because we had to try several different techniques before we got it right. A big part of this job was the creation of custom pieces of streets, highways and terrain in order to make the various parts fit into our city. James also made a cargo ship as well as other props for the game.

James is a team player. His positive attitude and outgoing personality make him a pleasure to work with. I am happy to recommend him for a position as an artist in the game industry.

Billy Sullivan
Lead Artist, The Incredible Hulk Team
Edge of Reality