30/10/2024

Unreal Engine Developer SimCentric

To whom it may concern, I had the opportunity to work with Fabio during his time at SimCentric whilst he was on an internship. I was more than excited to have another U.K. based developer to work alongside and learn from.

Fabio had joined a relatively small team of programmers to create various bits of software. Due to our size and the project given to us, we began working together, me as a junior at the time more than happy to shadow him and understand how he did things.

Fabio's experience in creating well thought out logic was very impressive to me and gave me a lot of insight into how Unreal Engine works. His knowledge of VR was self taught, helping drive the knowledge base of the company and other developers forward!

I could always come to Fabio if I was stuck on a task and he would explain the issues thoroughly so I could get a better understanding.

Many of the tasks Fabio was asked to complete often seemed very tricky or complex due to working with plugins that often had little to no documentation on how to best use them. At the times where he would struggle most, he still persevered through to finish the task to a amazing standard.

We also had the opportunity to attend a national defence conference called DSET hosted at the Bristol Ashton Gate stadium together along with a few other students from our course. As this was prior to him joining SimCentric, I saw him get stuck in and learn about the simulation industry, impressing many people with his aspirations and knowledge on the topic of VR.

The VR work he had completed in his time at SimCentric is still being used as a stable foundation for over 3 different projects even now.

Fabio is a wonderful developer to work with and would make a great addition to a team who love working hard. His attitude towards creating fun, entertaining and engaging games is inspiring, I am very glad I had the opportunity to work alongside him.

If you wish for any more information, please do not hesitate to contact me

Sincerely,