

Letter of recommendation

To whomever this may concern,

As a designer at Palindrome Interactive, Jesper Bentzer worked passionately and professionally to deliver high quality content on the development project he was assigned. As his mentor and closest lead, I had the privilege of being involved from the very first interview and was continuously impressed by how positive, driven and passionate he is about game development and narrative design.

During his time at Palindrome his duties consisted of the following:

- Conceptualizing systems to enforce worldbuilding and narrative
- Writing narrative content
- Implementing and balancing gameplay and level design

As a person Jesper always acted in a professional manner and contributed greatly in creating a positive development culture that is inclusive and creative. He gave and received constructive criticism very well. He was always willing to help others and to discuss and communicate when needed. My opinion is that he would make a great addition for any studio looking for a narrative-driven designer.

In short; Jesper is a developer with a lot of exciting ideas, a big creative ambition and a team player that is very easy to work with. I wish him all the best in the future!



Rebecca Falktorp
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