## LETTER OF RECOMMENDATION

for Bogdan Panov

To whom it may concern,

I am writing this letter to share my experience working with Bogdan Panov during his time as a programmer at Aidlab, where I serve as the Chief Executive Officer. Bogdan was primarily involved with the Gameinn project

Bogdan demonstrated strong programming skills throughout his tenure. His responsibilities encompassed the creation of diverse game mechanics and technologies tailored for Aidlab's Gameinn emotion detection platform. Notably, he played an integral role in the development of the HellWay project for Steam, as well as contributing to our internal testing efforts. His duties extended to rewriting gaming systems and creating innovative solutions for the project. Moreover, Bogdan took the responsibility of presenting our technical insights to one of our esteemed clients, Reikon Games.

Bogdan's approach is characterized by a consistently positive perspective. He exhibits a creative outlook on development. He can work extremely fast, while writing high-quality C++/C# code. Bogdan's proficiency in the realm of GameDev is noteworthy; his passion for crafting games and strategizing for future systems is truly impressive. It's quite evident that Bogdan wants to dedicate as much effort as he can to this industry. Collaborating within a team alongside Bogdan is an inspiring and motivating experience. Also, he remains composed during presentations.

Bogdan learns new material extremely quickly. His talents make him a promising candidate for any industry he chooses. It was a pleasure collaborating with Bogdan, and I would wholeheartedly recommend this experience to anyone.

Sincerely, Jakub Domaszewicz Chief Executive Officer Aidlab | Jaśkowa Dolina 75C, 80-246 Gdańsk jdomaszewicz@aidlab.com

Please feel free to reach out if you have any inquiries.