



11 June 2010

To Whom It May Concern:

I am writing this letter in regards to Thomas Hoeg, a talented designer and collaborator who I was fortunate to work with on two major video game projects at Insomniac Games.

I worked with Tom as the Creative Director on both *Ratchet & Clank Future: A Crack in Time* and a new intellectual property that we are developing for the Playstation 3 and XBOX 360. As the project lead, I would review Tom's work on a weekly basis and get reports on his performance from his direct manager, Mike Ellis, who was the lead designer on the project.

When Tom joined us during the middle of production on *RCF: A Crack in Time*, I was impressed with how quickly he got up to speed on our methodology, tools, and the complexities of the project. Tom soon demonstrated his expertise at writing complex scripts and using our layout tool to set up the gameplay logic. His work was always solid and his bug counts were very low compared to the rest of the design team. Not only did Tom have strong technical abilities, he was very proficient at getting his work done on time and ahead of schedule. As a result, Tom completed his tasks early and was able to help out the other scripters to complete their tasks. Both I and the lead designer were very pleased with his contributions and knew we could rely on him to hit our challenging deadlines.

While Tom demonstrated his technical expertise on a *RCF: A Crack in Time*, he was instrumental in shaping the design of our latest project, Insomniac's first fully owned intellectual property. On our small pre-visualization team, Tom had more of a key role in defining the gameplay and overall direction of the game. Tom brought a lot of enthusiasm to the project and came up with many inventive ideas that helped inspire the team. He'd often share his thoughts on gameplay models that exist in comparative games and point out the risks and challenges of different directions that we could pursue. Often when the group was at an impasse, Tom would share a bit of wisdom that would help us get us back on track. Furthermore, Tom was knowledgeable about production challenges and would often provide insights in terms of creating clear goals for the team in order for us to develop a solid game on time. Developing a new IP is a challenging endeavor, and we were very fortunate to have Tom on our team during the critical pre-visualization phase of the project.

I highly recommend Thomas Hoeg based on my collaboration with him as a scripter, designer, and fellow team member. Whatever future project he decides to take on will benefit greatly from his creative talent, technical knowledge, and game development expertise.

Sincerely,

A handwritten signature in black ink, appearing to read "B. Allgeier", with a long, sweeping horizontal line extending to the right.

Brian Allgeier

Creative Director, Insomniac Games

bha@insomniacgames.com

Tel: 1-818-729-2426