

November 24, 2003

To Whom It May Concern:

I've had the pleasure of knowing Jeff Hanna for nearly twelve years. He started out as a customer who needed support for one of my early software products. His intelligence and demeanor prompted me to ask him to be a beta tester for future products. Even though unpaid, he did a tremendous job, testing of several of our products. During this period of time he and I became fast friends.

After Jeff graduated from Purdue, he took a job as an artist at Kesmai Studios, in Charlottesville, VA. A few years later, when I grew tired of running my own company, in a casual conversation with Jeff, he mentioned that Kesmai had just lost their lead graphics engineer. I got the position and Jeff and I transitioned wonderfully smoothly from friends to direct co-workers.

Often times in the games industry, I have found that there is great animosity between programmers and artists. Jeff demonstrated great ability as a technical bridge between the needs of the artists and the programmers. Having feet in both camps so to speak, he constantly worked toward empowering the art and software teams by smoothing production paths, and evaluating and helping integrate new technologies.

Later right before the demise of Kesmai, Jeff and I left to join Lodestone Games as some of the founding members. Jeff had advanced in his abilities and reputation such that he was asked to be Art Director. Jeff easily rose to the occasion and continued his team leading skills. Jeff enjoys being a facilitator and empowering his crew to do the best they can. I could not recommend someone more highly.

Sincerely,

Matthew Shaw
Lead Graphics Engineer
Mythic Entertainment

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