



Indiana University of Pennsylvania

www.iup.edu

Department of Communications Media
Stouffer Hall, Room 121
1175 Maple Street
Indiana, PA 15705-1058

P 724-357-2492
F 724-357-5503
www.iup.edu/commmedia

February 9, 2020

To Whom It May Concern,

I am writing this reference letter for Ian Anthony Breznican. Ian is a student I was fortunate to teach during his study at Indiana University of Pennsylvania. I had Ian as a student in three classes: COMM 206: History and Theory of Making Games, COMM 348: 3D Animation, and COMM 207: Online Media Production. Ian is a smart student and can come up with creative ideas out of simple learned skills during the class. He is able to acquire needed skills quickly, and creatively use them to achieve high grades in the assignments. Ian is a good team leader. During group projects, he was the one who take the lead. He has demonstrated tremendous talent in game design, and board game development. He also overcomes the obstacles easily and adapts with challengeable situations.

During the classes, he showed a great interest in game design, 3D animation and media production. He was able to work effectively in his team to design and develop a board game that is ready to be reproduced to the game market. In my game design class, Ian was a key player in his team. His dedication to learn and commitment to submit high-quality projects were obvious.

I am certain that Ian is going to continue to do great and creative projects in his future. As you consider candidates for the opportunity you have, I encourage you to take a close look at him. You will find him well-qualified for the position and an asset to your organization. I highly recommend him for the opportunity you have. He is talented, caring, intuitive, dedicated, and focused in his pursuits.

Please feel free to contact me with any additional questions you may have regarding Ian at 724-357-3204 or email, r.m.shaaban@iup.edu

Sincerely,

CONFIDENTIAL

Ramy Shaaban
Department of Communications Media
Indiana University of Pennsylvania