



Letter of Recommendation

It is my pleasure to recommend Daniel Velitsky for valuable contribution to game development projects. My name is Volker Wertich, I am the Creative Director of the game development studio Envision Entertainment GmbH. Our studio successfully released the build-up-strategy-game "Pioneers of Pagonia" in December of 2025.

Daniel Velitsky was part of our team in the role of QA intern from November 1, 2025 until January 31, 2026, which covers the release period of "Pioneers of Pagonia". He supported our team not only by continuously reviewing the current game build, reporting bugs and verifying bugfixes, but also by providing valuable feedback and suggestions about the game design and balancing.

Daniel worked closely with not only the QA team, but also with art, programming and most notably game design, where he assisted with balancing and documentation of feature game design.

During his internship, he worked on the following topics:

- Improved balancing values of units, enemy encounters, objectives and buildings
- Worked with game designers on level design of campaign maps, for example resource distribution, objective requirements and exploit detection
- Contributed to UI design iterations and provided consistent UX feedback
- Pitched and created data-tracking tables to ensure more precise game design iterations based on collected detailed analytics
- General QA tasks like bug reporting, smoke tests, feedback evaluation and more, in tools like Jira and Miro

During his internship, Daniel demonstrated outstanding dedication and a strong intrinsic interest in game design. He consistently showed a detailed understanding of complex game design documents as well as the initiative to participate in game design discussions. Especially during the challenging release period of the 1.0 version of "Pioneers of Pagonia" he worked very well under pressure and approached his tasks disciplined and organized at all times.

He integrated exceptionally well into the team, combining a professional attitude with approachable and cooperative conduct. His communication skills were consistently strong and his analytical skills highly contributed to identifying and evaluating flaws within various game design topics. He carried out his responsibilities with a high degree of independence, motivation and efficiency.

Overall, he left a very positive impression, and we strongly believe he will be a great asset to future teams within the game industry, particularly in the field of game design.

Ingelheim, March 26th, 2026

Volker Wertich
Creative Director