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## Letter of Recommendation

To whom it may concern

I would like to recommend Tomasz Kaczmarek for an academic position related to game design. His practical skills, expertise and rich portfolio as an indie game designer qualify him as a instructor in design labs and supervisor of project work. His extensive knowledge of the video game market, combined with formal academic education in the field, enable him to teach seminars and lectures. We have had Mr. Kaczmarek as guest lecturer at Kazimierz Wielki University, I have also heard him speak many times at game industry events and academic game studies conferences. I can recommend him as a good lecturer who knows his stuff and communicates well with the audience.

I can also praise Mr. Kaczmarek for outstanding organisational and community-building skills, responsibility and dedication to hard work, which is exemplified by the success of the annual Game Developers Convention, now renamed as Game Industry Conference. What he initially founded as a small gathering of Polish indie game developers has grown to an international event attended by 2000+ participants and featured as a side event of Poznan Game Arena (one of the largest video game event in Europe).

Back in 2012, when Kazimierz Wielki University was launching GAMEDEC: Game Studies & Design programme, Mr. Kaczmarek was very helpful as consultant for curriculum design and networker with the industry. He is an excellent connector between indie video games, commercial game developers, and academic game scholars. GAMEDEC's success in building collaborative networks should be in some part credited to Mr. Kaczmarek's involvement.

Yours sincerely,

Dr. Michał Mochocki