



March 14, 2003

RE: Letter of Recommendation – Rhett Baldwin

To Whom It May Concern:

As Director of Development for Monolith, I have worked with Rhett during the No One Lives Forever, Aliens vs. Predator 2, and TRON 2.0 projects. His responsibilities on each project was to work with a team of 3-5 additional level designers in creating environments, implementing gameplay, level balancing, and bug fixing. During the course of his employment, Rhett proved himself to be extremely reliable and motivated, making him very easy to manage.

Rhett's experience at Monolith has really helped expand his technical and design experience. He adapts very quickly to new technology and tools. Also, Rhett works well when given very specific design specifications as well as clear tasks that are updated on a regular basis.

Overall, I would recommend Rhett for any level design position in the gaming industry.

Best regards,

Chris Hewett
Director of Development

10516 NE 37TH CIRCLE
KIRKLAND, WA 98033 USA
WWW.MONOLITH.COM
T 425.739.1500 F 425.827.3901