03 september, 2019

Zenz VR deals primarily with VR games in the entertainment industry. We develop games for Oculus Rift,
Oculus Quest och HTC Vive.

Bogdan Livanov was an integral part of our team at Zenz VR during his 3-years employment starting from November 2018. During this period, Bogdan was tasked with prototyping various game projects, encompassing responsibilities such as level design, scripting, and polygon optimization of objects using 3D modeling tools.

Bogdan consistently demonstrated a high level of competence and dedication in the execution of his duties. His enthusiasm for the work and his unwavering commitment to excellence were evident in the quality of his output. Bogdan showcased a remarkable ability to bring creative visions to life through his proficiency in both the artistic and technical aspects of game development.

One of Bogdan's standout contributions was his skillful polygon optimization, significantly enhancing the performance and efficiency of our 3D models. His meticulous attention to detail, coupled with a keen eye for aesthetics, added considerable value to the overall success of our projects.

Throughout his employment, Bogdan proved to be a collaborative and effective team member. He communicated ideas effectively, embraced constructive feedback, and showcased adaptability in the face of evolving project requirements. His positive attitude and quick learning in our dynamic work environment left a lasting positive impact on our team.

Based on Bogdan's outstanding performance and invaluable contributions during his time with Zenz VR, we confidently recommend him to other employers within the industry. Bogdan's combination of technical prowess, creativity, and strong work ethic make him a standout professional in the field of game development or related sectors."

Best regards,

Niklas Persson Founder

Zenz VR

www.zenzvr.com