

Thomas Mezzie
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To Whom It May Concern,

I am pleased to recommend Brian Cabrera for software engineering opportunities. I had the pleasure of working with Brian at Trashfire Games on *An Eternity Gone By*, a Unity title that was successfully published on Steam. During our collaboration on gameplay and AI systems, Brian consistently demonstrated professionalism, technical aptitude, reliability, and a strong commitment to delivering quality work.

Brian is a highly capable programmer with a thoughtful and analytical approach to problem-solving. He has a strong understanding of software development principles and is able to quickly learn new systems, troubleshoot complex issues, and implement effective solutions. Whether working independently or as part of a team, Brian takes pride in producing clean, reliable, and well-considered work.

In addition to our time at Trashfire Games, Brian and I attended college together, completed many programming courses together, and collaborated on several class projects and game jams. Over the years, I have seen firsthand how dependable he is under pressure. He remains focused when deadlines are tight, communicates clearly with teammates, and is always willing to step up when challenges arise.

Brian also performs well in collaborative development environments. He is familiar with version control workflows, works effectively with multidisciplinary teams, and understands the importance of maintaining organized, sustainable, and maintainable code. His combination of technical skill, work ethic, adaptability, and teamwork makes him someone others can rely on to help move a project forward.

I confidently recommend Brian Cabrera to any organization seeking a talented software engineer and dependable teammate. I believe he would be a valuable addition to any development team.

Sincerely,

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