

**To Whom It May Concern,**

It is with great pleasure that I write this reference for Jamie, who joined Magic Games Factory as part of an MCAST internship placement. During her time with us, Jamie contributed across both our children's mobile app brands — *Nina u Ninu* and *Parlini Land* — gaining valuable experience in the fast-paced world of mobile game development and design.

Jamie's work spanned several key areas including social media content creation, in-game 2D design, and user-facing communications. She quickly adapted to using industry-standard tools such as Figma and Canva, and was also introduced to exporting design assets for production use. We were especially impressed with her initiative and creativity, particularly when she was given the opportunity to take the lead in designing a new game concept. Jamie worked on everything from background art and character development to early illustration drafts — an exciting and rare opportunity for an intern, which she embraced with skill and confidence.

Despite this being a short-term placement, Jamie consistently demonstrated commitment, responsibility, and a genuine eagerness to learn. Her openness to feedback and her ability to work collaboratively made her a valued part of our creative team.

The only reason we were unable to offer her a full-time position upon completion of the internship is that our design team is currently at full capacity. However, this is no reflection on her talent or potential. Jamie may be early in her career, but she already possesses a strong design sensibility and an eye for visual detail that is rare in junior creatives. She would be an excellent addition to any team, and I have no doubt she will make a meaningful impact wherever she goes.

Please don't hesitate to reach out if you need any further information.

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07/22/2025

*Francesca Borg Bellanti*

**Director**

**Magic Games Factory Ltd**

