



To Whom It May Concern,

It is my pleasure to recommend Robbie, who worked with our team at MetaScapes (formerly 3D CityScapes) beginning in 2020 and played a critical role in the technical execution and scaling of several of our most advanced real-time 3D and digital twin initiatives.

Robbie consistently demonstrated an exceptional combination of technical artistry, pipeline architecture expertise, advanced optimization capabilities, and production leadership. During his time with us, he was instrumental in helping scale workflows for large-scale digital twin and real-time visualization projects built within Unreal Engine, where efficiency, optimization, and technical precision were absolutely essential.

One of Robbie's greatest strengths is his ability to dramatically accelerate production workflows compared to traditional environment art pipelines. He possesses a rare ability to think both creatively and systemically, allowing him to develop highly optimized procedural workflows, custom tools, shaders, and automation systems that significantly improved production speed, asset consistency, scalability, and runtime performance across highly complex real-time environments.

Beyond his technical systems expertise, Robbie is also an exceptionally talented 3D modeler with a very high attention to detail and quality. His modeling work consistently met an extremely high standard, whether working on architectural visualization, large-scale digital twins, environment assets, or technically demanding real-time scenes. He always approached his work with professionalism and pride, ensuring the final result achieved the highest level of visual quality possible within project timelines.

As our projects expanded in scale and complexity, Robbie became an important leadership figure within the production pipeline. He helped guide technical standards, workflow architecture, optimization strategies, and production methodologies that enabled our team to efficiently manage massive datasets and real-time environments while maintaining both performance and visual fidelity. His ability to bridge the gap between technical development and artistic execution made him an invaluable member of our team.

Equally important, Robbie was an outstanding team player and someone the team genuinely enjoyed working with. He consistently went the extra mile to help ensure projects were completed on time and to the highest standard possible. Whether solving technical challenges, assisting teammates, staying late to help hit deadlines, or taking ownership of difficult production tasks, Robbie always demonstrated a strong work ethic, positive attitude, and solutions-oriented mindset. He is simply an overall great person to work with — dependable, collaborative, professional, and highly respected by everyone on the team.



I have no hesitation in recommending Robbie for senior-level Technical Artist, Pipeline Architect, Real-Time Visualization, Technical Director, or Production Leadership roles. He brings a rare blend of deep technical knowledge, optimization expertise, procedural workflow development, top-tier artistic capability, and team leadership that is extremely difficult to find in today's real-time 3D industry.

Please feel free to contact me if additional information is required.

Sincerely,

James Borst

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