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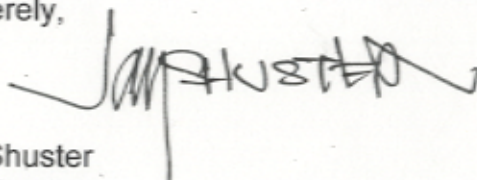
To whom it may concern;

It is with pleasure I recommend the technical direction of Amy Gohal in the realm of character rigging and articulation.

A group of film-making friends and I recruited Amy to help out on a side-project; to sort out a jerry-rigged robotic character whose function was a constantly evolving puzzle due to an ultra-short design cycle. Amy fully embraced the challenge knowing the time and assistance we could afford her were minimal. She displayed an infectious enthusiasm and was truly engaged in the nuts and bolts problem-solving of the characters inner-workings. What I was unable to perfect in the initial design of the character Amy was able to bring to life with a majority of original building-block design components and a few well-thought-out, inconspicuous modifications that absolutely improved and enhanced the robot's final physical appearance and movement. (She took it upon herself to purchase wind-up toy robots with similar mobility traits as our character, take them apart and investigate the mechanisms that made them go.. effectively inspiring the process forward.)

Amy did all of this with an advanced degree of independence and professionalism. We were very happy with Amy's work and the critical contributions she made to the final character! I am confident Amy would be a great asset to any creature/character development team.

Sincerely,



Jay Shuster  
Art Director

Pixar Animation Studios