To Whom It May Concern,

LNG Carrier Propulsion & Steam Plant Simulator
Bogdan Dințică, Viorel Chihaia & Aftinici Bogdan

I am pleased to provide this brief professional assessment following my review of a maritime training simulator project developed by Bogdan Dințică, Viorel Chihaia and Aftinici Bogdan, as well as discussions with the team about their work.

The project is a 3D/VR simulator covering the propulsion, steam plant and compressed air systems of an LNG carrier, developed using Unity/C#/Blender.

During our discussions, I had the opportunity to ask the team about the simulator concept, its development and the logic behind the simulated systems. I found their explanations clear and technically focused, and the project demonstrated a good understanding of the operational relationships between different shipboard systems.

The simulator incorporates a range of operational conditions and system interactions, including main engine starting requirements: the main engine will not start without sufficient compressed air and correct operating temperature, boiler ignition requires active feed pumps, and safety relief valves and alarms respond dynamically to actual system conditions rather than scripted triggers.

Based on the project I reviewed and my discussions with the team, I found their work interesting and their approach to maritime simulation promising. The project demonstrates initiative, technical curiosity and a practical interest in applying simulation technologies to maritime training.

I wish Bogdan, Viorel and Aftinici every success in their future professional activities.

Sincerely,

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This assessment is provided in my personal professional capacity and does not constitute an official endorsement by my employer.