

Philip von Schwerin

Student Programmer

Phone: +46 738 00 47 63

Email: philip@schwerin.se

Portfolio: <https://bOrealian.github.io>

Dear TenStar,

I am a student programmer with a burning passion for creating games looking for an internship come December. One year into learning programming, my enthusiasm is still only growing! Although I started without prior knowledge I have come a long way, especially considering the short amount of time that has passed. I invite you to judge for yourself by having a peek at my portfolio.

One way to look at my progression is that I learn fast. Another is that I am good at sifting through a lot of information quickly to find a viable solution. Our first bigger project started only 3 months into the program. For 7 weeks, I wrote all game mechanics for a 2D platformer with normal movement as well as zero-gravity movement, modules that made up the level that are movable and rotatable and that have hatches that open on contact with other hatches, as well as making all animations, writing the animator, designing several levels and writing the code for most of the traps.

At first contact with Unreal Engine, I decided I was going to learn C++, even though it isn't on the curriculum. I had four weeks to make a game; build a level from scratch, modify animations, learn to create particle effects and learn the cpp syntax for Unreal. There was no tutoring for this and very few online tutorials but I managed to piece enough clues together to finish my admittedly small 3D platformer in code.

The scope grew considerably for our second group project, for which I managed to trick three fellow students into using C++ as well! This time, I could start the project and show them the basics before we plunged into eight weeks of making a hell themed, Mario Kart inspired, racer. Personally, I took the opportunity to learn much more about designing particle effects aside from doing odd bits and supporting the other programmers (to be fair, they didn't require much support).

Seeing that you are about to migrate to UE5, I'd like to believe that I am one of the most credible intern candidates to help you with this task. Of course, I have no idea whether you are taking on interns in the first place but there shouldn't be anything to stop you because interns are fun and work hard. At any rate, I hope to hear from you and I thank you profusely for taking the time to read this letter (now look at my portfolio!).

Most sincere regards,

Philip von Schwerin