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Hello VRChat!

My name is Caeden. I am an aspiring software developer, and I am interested in your Unity Engineer position.

For the past few years, I have been super interested in C#, primarily in Unity. I enjoy putting pieces together and creating individual systems that come together to form an application. Some of these have been projects for school, while some have also been done for my own enjoyment.

My recent venture has been in the modding community for the popular VR game Beat Saber. I started by creating simple mods for the game, and continued to larger projects, such as a map editor built in Unity. I’m currently collaborating on a back-end mod repository in ASP.NET. Not to mention, as a staff member for the modding community, I’ve also helped lead and manage the community to be a welcome place for everyone.

I think I’d be a good candidate for a few reasons:

* I have strong technical skills with C# and Unity. As previously mentioned, I’ve developed several projects during my free time, either as a solo developer or alongside a group of talented developers. These projects have given me lots of experience with Unity and writing quality code in C#.
* I can take and give thoughtful feedback between my coworkers. I also enjoy working with developers who recognize and turn my mistakes into learning opportunities.

* I’m a self-driven learner and enjoy learning new things! I believe the best way for me to learn is to get hands-on while also learning from my own mistakes. I’m personally excited to see what I can learn from VRChat and what I can do to make an impact.

Looking forward to hearing from you,

Caeden Statia