Callum Myers

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Picture Particle

Dear Hiring Manager,

I am writing to apply for the Junior Generalist Programmer position at Picture Particle. I have six years of experience in game development and a strong foundation in a variety of programming languages and game engines. I am excited to contribute to your team and help bring your concepts to life.

I am currently a fourth-year student in Computer Games Application Development at Abertay University, and throughout this course I have gained proficiency in C++ and C#, using Unreal Engine (4 and 5), and Unity, as well as completing two AI models using Python 3.12. My portfolio, linked in my attached CV, showcases several projects that demonstrate my abilities in gameplay systems, AI, UI design, physics, and creating character controllers, both controlled by the player as well as by the game's own systems.

My proudest project in my portfolio is Blood in the Water, a 2D point-and-click game developed as part of a team during the third year of my degree, where I took charge of the UI implementation. This experience improved my ability to communicate across departments to create engaging and responsive user interfaces.

In addition to my team experience, I have also completed solo projects, including Gather Dash, a work in progress where I have so far implemented various systems such as physics, input handling, UI, and character controllers, which is also available on my portfolio page, however it is still currently under development.

One of my biggest strengths is my ability to solve complex problems, and I particularly enjoy the challenge of debugging and optimising code to ensure smooth performance and efficient use of resources. My ability to work as part of a team with designers, artists and fellow programmers has enabled me to effectively debug and improve with each iteration, ensuring that gameplay and user interfaces are both intuitive and engaging.

I am confident that my skills in C++, C#, game engines, and my passion for game development would make me a valuable addition to the team at Picture Particle. I look forward to discussing how I can contribute to your upcoming projects and support the team in bringing them to life. Thank you for your time, and I look forward to hearing from you.

Yours sincerely,

Callum Myers