Dear whomever it may concern,

My name is Jack Moorin and I have recently achieved my Master’s Degree from De Montfort University in ‘Intelligent Systems and Robotics’ finishing with Merit after having previously completed my undergraduate course there in Computer Games Programming’ and graduating with First-Class Honours. The nature of both my degrees has fully prepared me for a position working within the field of software development in the games industry, with both requiring independent research, a high degree of motivation and initiative as well as a wide range of other skills including strong programming capabilities in the C#, C++, Lua and Python programming languages.

I am a very logically minded individual and I often like to use a methodical approach when working and solving problems.

My primary interest is the creation of video game applications, both designing and programming them as well as researching new and interesting mechanics that have been implemented. My initial interest in working in the video games industry was first sparked when I was undertaking my entrance interview for the Henley College in 2015 and a teacher asked if I would have any interest in joining his brand new BTEC course in ‘Computer Games Design’. Naturally having been a lifelong gamer and developed an interest in working with computers following completing my ICT BTEC I jumped at this chance and have never looked back. During the course of the BTEC I wrote many pieces of coursework on different art styles, game genres and the many principles of game design, had my first experience with 3D modelling using Blender and also compiled multiple design documents and presentations to stakeholders for hypothetical games. Following the completion of this course, from which I achieved a Distinction, I then pursued my now ignited passion by going on to study ‘Computer Games Programming’ at the University of De Montfort in which I gained considerable experience in C++ programming, received further experience in 3D modelling, this time using Maya, compiled more extensive design documentation and presentation relating to another hypothetical game, jointly compiled with my course mate Adam Hubble a report on the use of Fuzzy Logic in Artificial Intelligence within First-Person-Shooter games which was elected for inclusion within the academic publication ‘[Fuzzy Logic Recent Applications and Developments](https://drive.google.com/file/d/1-AwLubafIXbJCovw54W6Ww9Pgjlfa5VB/view?usp=sharing)’ book (page 165) and as part of a team of three developed a basic game engine using C++. I thoroughly enjoyed the course and am proud to say that I achieved a First-Class Degree. Following my undergraduate I decided to continue my education and wanting to specialise in artificial intelligence, undertook a Master’s Degree course in ‘Intelligent Systems and Robotics’ in which I studied Natural Language Processing, Artificial Neural Networks and Deep Learning, Computational Intelligence Optimisation. Applied Computational Intelligence in which I as part of a group used an implementation of the Pac-Man game to trial and find the optimal of a series of pathfinding algorithms for use within game applications and completed my thesis on the effectiveness of population-based Topology and Weight Evolving Artificial Neural Networks, achieving a Merit. I have learnt a lot during my formal education and now hope to be able to put to use the skills I’ve developed in the working world.

Thank you for taking the time to consider my application and I hope to hear from you in the near future. I am available to begin work immediately and am both enthusiastic and determined to ensure that I make the most of the opportunity.

A portfolio of what I believe to be my best pieces of work can be found [here](https://gamesprogramminggrad2021.github.io/).

Kind Regards,

Jack Moorin

07717287844

[jackmoorin9@gmail.com](mailto:jackmoorin9@gmail.com)