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Software Developer (3D applications)

Dear Hiring Manager,

Please accept my cover letter for the Software Developer position at Visual Components. The opportunity to work on a 3D engine is attractive since I enjoy working with geometry. For nearly four years I have been working with 3D data devising algorithms for geometrical properties of timber logs using the C# language. Besides, I have been learning how 3D images on computers are created, because that is a very interesting subject and I have a passion for learning things that fascinate me. As a hobby, I have coded some OpenGL on my own to see what could be done with it.

For more than two years I have been doing code maintenance, that is bug fixing and code refactoring. The main programming language was C++ and there is a lot of old original code written in a C style language.

I have a mathematical background from the Petrozavodsk State University and have acquired useful practical skills in the IT area at the Lappeenranta University of Technology. Also I have done various courses on programming and, in particular, Game Design, getting a hands-on experience with the Unity engine.

I have a github profile containing various code. The workspace repository contains a lot of code, which is, most likely, not very comfortable to browse. However, there is directory `cpp/computer_graphics` which contains examples of OpenGL code. Otherwise, you are welcome to browse through other code parts. .

I thank you in advance for your consideration.

Sincerely,
Ivan Martynov