

Hi Light Brick Studio,

I am applying for the position as Programmer. I have been inspired by Builder's Journey and your studio since discovering it through #dkgame on Facebook. Therefore, I am excited to see the new opening for this position and based on the description I believe I am a great match :-)

At the moment, I am working at [MeetinVR](#) where we are creating a Unity-based VR meeting platform aimed for enterprise usage. We are supporting several major VR devices, among these are the Oculus Quest 2 which poses many of the same hardware limitations that mobile development does. My current position presents a lot of different challenges, which requires me to adapt to many areas of development, such as: developing editor tools for Unity, improving our project structure for more flexible deployment to production channels, memory optimisation and creating our RESTful back-end in Node.js. I believe many of those skills will translate well into this position at Light Brick Studios.

Outside of professional work I have developed my portfolio through game jams, university projects and side projects. Here are two examples of projects that show my development skills. More projects can be found on my [portfolio](#).

- [Milkyway Inn](#), a colonist management game made during my MSc. I worked on coordinating the team, game designing, creating a component-based user interface and event-driven progression system.
- [First Class Trouble](#), a social deduction game made in Unreal Engine. I did an Internship as Unreal Developer where I implemented several gameplay features, complete refactor of their HUD and world UI.

Since 2012 I have participated in many game jams. Working on prototypes for game jams has been a great way to explore many feature sets in Unity, new programming patterns, a sense for playfulness through playtesting, and working on the small details in order to make the games feel alive. I have also been organising [Level One Jam](#) for 3 years. This year I am volunteering to be one of the main organisers for [Nordic Game Jam](#) - I believe Game Jams have inspired me *greatly* throughout the years and have since made many friends from the industry.

As a team member I care a lot about perspective and communication, to make sure everyone is heard. I am naturally an active listener and good at creating a space where people can be comfortable speaking to me. As I have worked with a lot of areas outside of programming, I naturally adapt my language to communicate ideas when speaking with different roles. I enjoy this a lot as I get to bind different areas of production together. I believe my way of communication fits very well with a team of your size.

Seeing Builder's Journey the first time, made me in awe of seeing such a beautiful and well designed game made by Danish game company - I would be even more excited to participate in your next journey!

I Appreciate your time.

Best regards, Frans