

Lukas Hall

Software Developer

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Dear GIMM Works Team,

I saw the post about applying to work for GIMM Works as a Unity developer or Full Stack developer. I've been working with the unity engine and game developing for the last 6 years with extracurriculars, competitions, and getting into the GIMM program to develop those skills like C#, Maya, and general object-oriented programming. As well as web development, for the last 6 years both in classes and in an internship using things like React, bootstrap, JavaScript, and C#. This opportunity seems like a perfect fit based on my previous experiences.

The competitions that I took part in were for the career and technical education organization SkillsUSA in the interactive application and video game development competition at my local high school. Both times I competed I won Silver, judged against a national standard. In competing I would ideate with my partner for each project and come up with a game design document and then we would split up work on mechanics (working in unity with C#) or asset building (generally Maya or an Adobe product).

The game I worked on for my senior project is called Star Saber. Star saber is a classic arcade game inspired by games like Space Invaders and Galaga. During the production of Star Saber, I collaborated with artists for U.I. and enemy art integration such as an enemy that spins and a boss enemy. I worked with another programmer to divide the project evenly, while I worked on power ups, they worked on fixing enemy code. We delivered a final working project to my teacher and received a good grade.

I greatly appreciate the opportunity to work either as a Unity developer or Full stack developer. Thank you for your time and consideration and I hope to hear from you soon!

Sincerely,
Lukas Hall