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Unsolicited Application

Respected Hiring Manager,

While watching the developer's livestream for Titan Quest 2 on Steam, I was particularly captivated by the mention of players being able to craft spiders, an idea that not only showcases your creative approach to game development but also resonates with my passion for unique gameplay mechanics. The prospect of battling spider and boar monsters within a Greek mythology theme has me eagerly anticipating the game's release. Moreover, the innovative way different weapons interact with enemy ragdolls further highlights the fun and engaging experience you aim to deliver. I am enthusiastic about the possibility of joining a company that prioritizes creativity and innovation, and I am eager to bring my skills to such a dynamic and forward-thinking team.

During my Master's program, focusing on AI, I primarily used Python to develop mobile applications for AI-driven tasks. One notable project involved creating a form reader app that could scan and store handwritten form entries into a PostgreSQL database, utilizing a lightweight GRU model and employing Buildozer for Android compatibility. Parallel to my academic pursuits, during nine months at AVL, I worked on the Adaptive AUTOSAR middleware (SOA) and developing its applications in C++. After this, I continued at AVL for my Master's thesis, where I was tasked with upgrading their legacy FMU Generation Utility (written in C++) from the FMI 2.0 to the FMI 3.0 standard, thereby enhancing the functionality of the existing tool. Currently, I am a working student at Persystems, where I am developing Virtual TestBench, a Qt Desktop application for simulations of electrical components, leveraging Persystems' proprietary library. My responsibilities include designing the UI/UX in the Qt Creator IDE with C++ to ensure a seamless user experience. I have also implemented the application's logic by connecting UI widgets to custom slots, using Qt's signal-slot mechanism to manage data flow between the UI and the backend operations interfacing with Persystems' testbench library. Additionally, I have built a separate license check application for Virtual TestBench using Qt and C++.

Armed with a robust background in UI/UX development using Qt and C++, and enhanced by my practical experience with Python from academic projects, I am eager to contribute to your video game development efforts. My deep knowledge of C++ and Qt, along with my hands-on experience with the Adaptive AUTOSAR middleware, demonstrates my ability to handle and elevate complex software ecosystems. My proficiency in PostgreSQL and modernizing legacy code positions me to bring valuable improvements to your games, ensuring they are both player-friendly and future-proof.

Among the many skills I have honed throughout my career, teamwork stands out as the most pivotal. My past experiences have emphasized the fundamental truth that sustainable solutions are often the result of collaborative efforts, rather than individual brilliance. I am eager to become part of the team and am committed to contributing my utmost from the very start, beginning 01.02.2025. However, I remain open to discussing a starting date that best aligns with the team's needs.

I would be greatly honoured to receive an invitation for an interview.

Yours sincerely



Regensburg, 09.11.2024