Nigel Baillie

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Born April 11th 1995
2287 S. Main St.
Ann Arbor, MI

Mr. Zak McClendon
Lead Game Designer
Double Fine Productions, Inc.

Dear Zak McClendon:

I write to express interest in joining Double Fine as a gameplay programmer, as per the listing on your website. I'm currently a web developer at a local small business, and also a college student studying Computer Science at the University of Michigan. In addition to my professional and academic profile, I have been practicing game programming for fun since I was sixteen and have been playing games for as long as I can remember. Between my job, schooling, and hobby, I have developed a diverse set of general programming and game development skills.

To bring to the Double Fine table, I have solid hobbyist experience in using Unity, Unreal Engine 4, and SDL2, in addition to some 2D JavaScript libraries. Most notably Unreal Engine 4, of course, as I believe that is the backbone of Psychonauts 2. The project in which I used UE4 was a Ludum Dare game jam entry, a side scrolling puzzle platformer in which the player arranges mirrors to redirect beams of light with special abilities. For instance, the purple rays propel the player in the direction they point. The game was developed mostly using Unreal's C++ interface and later I integrated the C++ functionality with Blueprint for quick prototyping. I found the Blueprint system is surprisingly fun to work with.

I'm no mathematician but I am plenty capable at mathematically involved tasks. I tought myself OpenGL and the Rust programming language by creating a 2D batching sprite renderer that supports scale, rotation about a point, and hue adjustment on the shader level. In addition to my hobby projects, my profession although not specifically games related, has provided me 3 years of solid software engineering experience in general areas including databases, deployment, user interface, and error reporting. I even wrote an image compositor for custom t-shirt mockups that outperforms ImageMagick by about 1.5×.

While a games company probably doesn't often write their own CPU image compositor, I think the under-the-hood knowledge does bear some meaning. More specifically, a step towards a more thorough understanding of the systems we work with. On the off chance that you'd like a more thorough understanding of the systems *I've* worked with, see the enclosed resume. I like what you guys do at Double Fine, and I'd be honored to join you. If you don't mind, I'll give you guys a call in a couple weeks when you've had time to think things through.

Sincerely,
Nigel

Nigel Baillie

Objective: Bring a unique perspective to video game design and development.

Education

April 2018 Sept. 2016	University of Michigan	B.S.E. Computer Science Engineering
May 2016 Sept. 2012	Washtenaw Community College	Transferred to U-M

Employment

Present
Feb. 2014

Intermediate Developer at Ann Arbor T-Shirt Company

Languages: Ruby, JavaScript, C++

Technologies: Ruby on Rails, jQuery, React Native, AWS

Develop and maintain internal tools for sales, production, and retail teams

Proposed and implemented unified authentication system across all apps

Developed domain specific image composition tool

Set up continuous integration for automatic testing and deployment

Manage production servers and web stack

Hobby

Present
2011

Miscellaneous Game Development

Languages: C, C++, Java, Scala, Rust, JavaScript

Technologies: SDL2, Unreal Engine 4, Unity, Phaser.js, OpenGL

Participated in 3 Ludum Dare competitions (solo) and 1 jam (team)

Built efficient pixel-perfect 2D platformer collision detection system

Implemented lockstep networking for 2D platformer

Built a small 2D sprite renderer in Rust using OpenGL

Used runtime JVM bytecode injection to disable unit collision in Minecraft