**Job Posting Analysis - Santa Monica Studio**

**Gameplay Programmer Intern**

**What skills do they want?**

C++

3D Math = “Linear Algebra”

Team player - collaborative, interdisciplinary

**What experience are they looking for?**

Degree in computer science

At least one complete self-driven, self-created game project (any size, any genre, any platform)

**What I should write -**

C++ is at its peak. Rigorous practice with use of pointers.

3D Math learned earlier, but relearning in a better way. Learning about it in terms of geometry, visualization, where to apply what.

Find myself enjoying working on interdisciplinary teams and even interested in learning about the things that other disciplines do.

God of War and Bayonetta have taught me about heuristics and power fantasies, helped learn Game Design. God of War is a masterpiece, but has also been a great learning experience for me. Mechanics were made clear. An inspiration in my current endeavor with my paper prototype. Both these games have inspired me to create the combat system in Unreal with C++ which is my most ambitious project.

Talk about why God of War is so good in those lines.