**What they are looking for -**

C/C++

Algorithms, data structures, data types

Math

Computer Graphics, AI, Animation, Physics, Collision, Networking and Scripting = desired

**What to write -**

2D Collision System and Memory Mgr have improved C++, data types, data structures understanding.

Learning 3D Math helped give a clear picture of the underpinnings of collision system.

Combat System - worked with animation - intend to take it a lot further and deeper and create a whole animation system

**Cover Letter -**

Me and Action Games -

I love combat and animation, games that bring out a burst of energy in the player. I am someone with enthusiasm and energy. I like adrenaline. CoD does that beautifully. Putting you into scenarios where you will push the limits of your abilities, putting in all the energy and riding an adrenaline rush. Pushes players to not hold back and go all in, run & gun. New abilities are cool! They enable you to live power fantasy, feel very cool and adept and deft.

Put time into learning about combat and combat design

Last - Focus on team effort and aiming high to create engaging experiences resonates with me.