Dear Undead Labs Hiring Team,

I am writing to express my enthusiastic interest in joining Undead Labs, submitting this general interest application as I eagerly await future opportunities that align with my software development skills. While my career path has taken a unique route through the Architecture, Engineering, and Construction (AEC) industry, my core passion has always been, and remains, in software development and leveraging code to solve complex challenges.

My entry into the AEC industry was largely unintentional, stemming directly from my service in the US Navy as a Nuclear Electricians Mate 3rd Class on the USS Nimitz (CVN-68). Upon transitioning out of the Navy, I was offered a BIM (Building Information Modeling) position with a small architectural firm. This initial opportunity led me down a path where I developed deep expertise in BIM and Virtual Design & Construction (VDC) over 15 years, consistently applying programming, automation, and data integration to transform complex workflows.

During my time in AEC, I've had the privilege of developing impactful software solutions, though much of my work has been proprietary. For instance, at Amazon, I engineered a workflow that reduced project timelines by 85% , and developed bespoke C# applications for Revit, integrating with platforms like dRofus and ArcGIS, achieving significant workflow efficiencies (e.g., 7x gains). I also created a Python script for Blu Homes to convert BIM model data into CNC programs for precise manufacturing. While these achievements highlight my practical application of programming, the confidential nature of this work has made it challenging to publicly showcase my coding abilities.

To address this and demonstrate my capabilities, I have actively developed personal projects and made them available on GitHub. This includes a robust, pure C# Finite State Machine (FSM) API for complex behavior management, with an in-progress Unity Asset Package, available at https://github.com/TrentBest/FSM_API and https://github.com/TrentBest/FSM_API_Unity. Furthermore, my programming of an AI bot capable of playing StarCraft 2 further illustrates my advanced algorithmic thinking and dedication to software development outside of my professional AEC roles.

My technical skills include C#, Python, and Java, alongside a strong understanding of software engineering and design concepts. I am eager to transition my problem-solving skills and passion for developing efficient systems to the gaming industry, where I believe my unique background can bring a fresh perspective.

Thank you for considering my application. I am confident that my strong programming foundation, combined with my drive to create innovative solutions, would make me a valuable asset to Undead Labs. I look forward to the possibility of discussing how my skills and experiences can contribute to your team.

Sincerely,

Trent Best