Dear Studio Wildcard Hiring Team,

I am writing to express my strong interest in the Senior Gameplay Programmer position. The opportunity to contribute to the next chapter of the ARK franchise presents compelling technical challenges that align with my expertise in building and optimizing complex systems.

My 15-year career has been defined by a relentless drive to understand intricate technical problems and deliver robust, scalable solutions. While my professional background has primarily focused on Building Information Modeling (BIM) and Virtual Design & Construction (VDC), my core strength lies in rapidly grasping complex requirements and applying advanced programming, automation, and data integration to achieve significant results. For instance, at Amazon, I engineered a workflow that reduced project timelines by 85% and drove 7x efficiency gains through strategic software integrations – a testament to my ability to quickly assess a need and deliver an impactful solution.

My technical foundation is comprehensive, with strong proficiency in C++, C#, Python, and Java. I have architected and developed a robust, pure C# Finite State Machine (FSM) API, with an in-progress Unity Asset Package, demonstrating my capability in managing complex behaviors and developing foundational tools. My ability to rapidly master highly complex technical domains – from the inner workings of a nuclear carrier to the intricate data exchanges in Revit – ensures I can quickly become an impactful contributor to your gameplay systems and tools, regardless of the specific domain.

Regarding the requirements for this role:

   Gameplay Systems & Tools: My FSM API and experience in creating custom C# add-ins for complex software (like Revit, integrating with dRofus and ArcGIS) directly translates to designing and implementing gameplay systems and development tools for artists and designers.

   UI Features: I have developed user interfaces extensively, from Windows Forms and

1

dialogs in custom BIM applications to exploring Unity's UI Toolkit and GUI systems. I am comfortable with UI principles and can quickly adapt to Unreal Engine's UI paradigms.

Unreal Engine 4: While I haven't shipped a title using Unreal Engine 4, my foundational understanding of game engines (through Unity work) combined with my exceptional learning agility and C++ proficiency positions me to rapidly become proficient and contribute effectively. My GitHub showcases projects that demonstrate my core programming and system design capabilities.

I am a highly self-motivated programmer eager to apply my skills to the challenges of game development. I am currently enjoying Helldivers 2 for its cooperative chaos and Baldur's Gate 3 for its narrative depth and intricate systems.

I am confident that my unique blend of deep system understanding, rapid learning capability, and proven software development skills will allow me to make significant contributions to Studio Wildcard and the ARK franchise. Thank you for your time and consideration. I look forward to the opportunity to discuss how I can bring my expertise and drive to your team.

Sincerely,

Trent Best