Cover Letter for Preproduction – Ai Programmer

By Hunter McConnell

I'm hoping to join Preproduction as I feel that I do my best work in groups, and I will be able to stick to my stronger skills. One of those skills is tinkering with Ai. They are the reason that I got into actually coding video games as I wanted to find out how to make something simulated act so real, like the Alien in Alien Isolation that learns and adapts its strategies to combat what the player has already thrown at it, I wanted to learn how to do something like that.

While I'm a far cry from being able to create a Ai that complicated I have been practicing in unreal over Christmas break to prepare so that I would be able and ready to make more complex and interesting Ai than ones that just run at you and don't even have attacks. I have thus far created a ground Ai that has pathfinding, uses behavior trees and has animations and attacks along with a patrol and chase modes. Additionally, I have made a similar Ai that flies, which required me to make my own movement functions and while I didn't have time to make him this break I had plans to make a third Ai that would transition between the ground and air modes, and I know how I would have to go about it. So far as being able to help the large group project by making Ai's I think I would be more than able to make anything the team would need.