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02 October 2025

**Better Than Reality**

Perth CBD

Attention: Hiring Manager

Dear Hiring Manager,

I am writing to express my interest in the Unreal C++ Software Engineer role at Better Than Reality. I have developed strong abilities in advanced real-time 3D graphics and Unreal Engine development, with professional experience building immersive VR and simulation projects. My background combines technical expertise in C++, real-time engines, VR content creation, and workflow automation, alongside collaborative work with multidisciplinary teams. My focus has been on delivering high-quality, optimised interactive experiences for sectors including mining and infrastructure.

Key relevant achievements include:

* Developed immersive VR experiences and real-time 3D graphics using Unreal Engine for clients in mining and heavy industry (Viewport XR, 2023–2024).
* Automated asset and media pipelines with Python and API integration—improving workflow efficiency on interactive and simulation projects (Vector 6, 2016–2023).
* Led project teams and managed deliverables in high-end visualisation and simulation environments, specialising in Unreal Engine content creation (Last Pixel, 2006–2016).

My experience includes hands-on Unreal Engine development, Blueprint scripting, and C++ for real-time simulation projects. I have authored interactive objects, custom shaders, and optimised pipelines for VR and 3D applications. I am confident working with version control (Git) and API integration, and have built internal tools with Python to support production. My work history covers all aspects of VR content, including photogrammetry-based model creation, dynamic asset production, and client/stakeholder liaison. I work well both independently and with multi-disciplinary teams, with a focus on delivering efficient and high-quality results to specification.

I welcome the opportunity to discuss this role further or provide additional project examples. Please find my resume attached or at www.vector6.com.au/resume.

Kind regards,

Aaron Munro