Dear Juha Kilpala (or Sir or Madam),

I am writing this letter to send to you my application and CV for your developer position, and to say a few things about myself.

I shall mention that I have been familiar with Fingersoft's activities for some years since you are well known and closely involved in the game industry here in Oulu, and several of my previous colleagues from Oulu Game Lab and Playsign are now working at Fingersoft. Also, I have known Ville Rauma for some years and decided to apply to this position after I exchanged a few messages with him.

A little bit about myself, I have a Master’s of Science in Computer Science and Engineering, 5-year work experience as a Software Developer and Research and Teaching Assistant, and a couple of scientific publications. Please read more about my work and study related endeavours in the attached CV.

Regarding my work history and professional skills, I have helped develop a multitude of software solutions: a VR application for the Oulu City Library, 3D visualization tools for hospitals and construction companies, user involvement tools, a mobile mediation app, a smartphone application using sensors to track gait movements, to name a few. These applications have almost always had to be designed so that they are either cross platform or to work for a multitude of different devices. Thus, I am experienced with multiplatform and multidevice development. More specifically to your needs, I have had an interest in the game industry and have worked with game development engines since 2014, having developed games or game-like apps for all major platforms, including Android and iOS. Thus, my professional skills include Android development, C++, Game development, Unity3D, but also C#, VR & WebVR, Github, 3D graphics, RESTful Web API, and more.

On a more personal note, colleagues have called me fun and easy to work with, motivated and skilled.

I am happy to bring with me a demo game made with Cocos2d-x, given an interview, to show that I would be a great match for this position.

I am currently based in Oulu and look forward to the opportunity to discuss more with you.

Sincerely,

Ciprian Florea

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| **Experienced**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | C# | Java | VR & WebVR, AR/MR | Unity/Unreal engines | 3D UI/UX | | Git/Github | Game development | 3D graphics | RESTful Web API | 3D visualizations | |
| **Secondary Skills**   |  |  |  | | --- | --- | --- | | Web development (HTML, CSS, JavaScript) | Photogrammetry | C++ | | Natural language processing | Python | 2D/3D animation | |

C#

Java

C++

VR, WebVR, AR, MR

Unity, Unreal 3D engines

Android

3D UI / UX

Git / Github

Game development

3D graphics

RESTful Web API

3d visualizations