

Rockstar North

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Dear Sir or Madam,

I would like to apply for the role of Junior Graphics Programmer at Rockstar North. With over 2 years of professional experience in game development, firstly at Techland (internship), and now at The Farm 51, I believe myself to be a suitable candidate.

While working at The Farm 51 on "World War 3", a project developed using Unreal Engine 4, as a gameplay programmer, I have been continuously gaining more experience in graphics development. In the meantime, me (3d assets, materials, vfx) and my team have been selected as the finalists of Epic summer game jam 2019 with our "Solar" game*. A few of my side projects using OpenGL and DirectX11 APIs are available for inspection on my Github page**.

In my current job, I am responsible for:

- developing solutions for new requirements of the gameplay
- developing new tools for our designers team
- optimizing the game
- recruiting new programmers

Apart from creating new gameplay features and refactoring game codebase, it is sometimes required to modify the engine code which is always an exciting task for me, especially when there is a need to modify the rendering module. I also had an opportunity to work with the bgfx framework for another The Farm 51's project, where I faced the challenge of creating a new file format for exporting meshes from the game for external customization (painting on textures, modifying mesh parts), and then importing them back to the game. I was able to learn the basics of development for PlayStation as well.

My main focus as a developer is to expand my knowledge. Unfortunately, lack of more experienced developers at the studio makes it much more difficult to achieve that goal. I believe that working for a company like Rockstar would help me to improve my skills and become more valuable as a graphics programmer.

I truly appreciate your consideration and look forward to hearing from you.

Kind Regards,

Maciej Drożdż

*<https://github.com/ekicam2>

**<https://solar-productions.itch.io/solar>