Dear Hiring Team,

I am a Master's graduate from the University of Leeds, a University in Leeds, specializing in High-Performance Graphics and Game Engineering. I would like to apply a job position relevant to Graphics Programming, Engine Programming or AI/Gameplay Programming.

During this one-year study, I've gained deep insights into Graphics, working with APIs like Vulkan and OpenGL. A testament to my skills is our team-built game engine using OpenGL and my dissertation project in Unity, akin to "Nintendo Just Dance", showcasing my innovative prowess and technical depth.

Prior to my Master's, I interned as a Unity gameplay programmer for a well-known online game. This role required me to develop crucial features for the combat system, integrating GameAIs in Behavior Tree, character skills, and logic, among other elements. This extensive exposure not only enhanced my gameplay programming abilities but also fostered collaboration, enabling effective communication with artists, designers, and the QA team.

My technical arsenal is dominated by C++, a language I have been immersed in throughout my academic and professional journey. My assignments, group projects, and even personal QT desktop projects were all executed in C++. In addition, my familiarity with C# has been solidified through its application in Unity during my internship and in developing .NET applications. Further broadening my horizon are other languages and frameworks such as Python, Lua, and Java.

In conclusion, drawing from my educational pedigree, rich professional history, and deep-seated passion, I believe I am tailor-made for this role. I eagerly anticipate the potential to both contribute to and evolve alongside your company. Thank you for your consideration, and I'm keen to further explore how I can fulfill your team's aspirations.

Best regards,
Fanxiang Zhou

Here are my Linkedin and Portfolio:
Linedin: https://www.linkedin.com/in/fanxiang-zhou/
Portfolio: https://elecfrog-portfolio.vercel.app/