

Dear Sir or Madam,

I am applying for the Senior Developer position on the Rider GameDev Tools team. This role strongly aligns with my background and long-term interests: game development, developer tooling, and technically demanding systems that serve other engineers.

I started programming through game development. During high school, I spent several years working intensively with Unity, building PC and mobile games and experimenting with procedural generation and gameplay systems. That period gave me a practical understanding of game engines from a developer's perspective and sparked a lasting interest in how tools and engines support iteration, debugging, and content creation. I worked extensively with Unity's serialization system and ScriptableObjects, and became comfortable navigating engine-driven workflows rather than isolated codebases.

My academic and professional path later led me into quantum computing research and engineering. In this area, I focused on algorithm design, performance optimization, and building reliable infrastructure for simulations and research workflows. I regularly worked in C++ and C#, implemented performance-critical components, and achieved substantial speedups by rethinking data structures, execution models, and native bindings. Much of this work required deep understanding of complex systems, careful debugging, and writing code intended to be used and extended by others.

Alongside research work, I consistently took responsibility for improving developer-facing infrastructure. At QC Design, I redesigned how tests, public notebooks, and documentation were structured and maintained, unifying previously separate systems into a single source of truth. This significantly reduced friction when making changes and improved maintainability for the entire team. I have also worked on internal AI tooling, including designing and refining prompts intended for daily use by developers.

Today, my interest in game development has re-emerged with a clearer focus on tooling rather than content alone. I am particularly interested in areas such as shader language support, live coding and hot reload workflows, performance profiling for large projects, and AI-assisted features that meaningfully improve developers' day-to-day work. I am eager to deepen my understanding of modern game development tooling and to contribute to features that operate at the boundary between IDEs and game engines.

I would welcome the opportunity to bring my background in game development, high-performance systems, and developer tooling to the Rider team, and to grow into IDE development within a strong engineering culture.

Yours faithfully,

Ivan Ogloblin

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