

Rafael Campos

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Cristin Barghiel
123 Front Street, Suite 1401
Toronto, Ontario, Canada

Dear Mr. Barghiel,

I am a 3D Graphics Developer at Drexel University, graduating this month with a MSc. in Computer Science. I came to Drexel as a Fulbright Scholar from Brazil in 2014, specifically to work with David Breen and Ken Museth on level-set metamorphosis. Since then, I have worked as an intern at DreamWorks Animation alongside Ken and his team, contributing to OpenVDB.

I am applying to the opening for 3D Software Developer at Side Effects, and am interested in the possibility of remote employment. For the past two years, I have used Houdini exclusively to create a new morphing algorithm for level sets using the OpenVDB library. This work gave me the opportunity to explore the software and really get into it. I also feel that my expertise in transforming published research into working code would allow me to be a strong contributor to Houdini's growing success.

Please let me know if you need anything further from me. You can find a selection of the preliminary results of my work at my website: campos.cc/projects/morph. Thank you for your time in considering my application.

Sincerely yours,

Rafael Campos