

Hello Blizzard Entertainment,

I've been making games since I was five, and playing Blizzard games almost as long. Three years ago, as a physics student, I learned to program by making a game. I loved it so much that I pursued a Master of Computer Science after graduating. Game programming is the ultimate combination of my skills and brings me endless joy.

I've been using the Unity game engine for one and a half years. I've completed four significant projects with Unity: a 2d pong-breakout hybrid, a 3d car racer, a procedural cave generator, and an improved Unity networking library (in-progress). I'm most interested in gameplay programming, although, I still wish to explore making content creation tools and AI programming.

I look forward to hearing from you soon,

Kevin O'Mara

kevin.d.omara@gmail.com (408)-840-9875