

Hello Blizzard Entertainment,

I've been making games since I was four, and playing Blizzard games almost as long. As a physics student, three years ago I learned to program by making a game. I loved it so much that I pursued a Master of Computer Science degree 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

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