Lucas Wehr

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Dear EA Hiring Team,

I'm a software engineering student with a deep passion for game development, and I'd love to bring my technical creativity and player-first mindset to EA. My proudest achievement is *The Last Paladin*, a modular 2D action game I built from scratch using SFML and over 1,000 lines of C++. It features tile-based terrain, physics-driven movement, and responsive enemy AI powered by state-driven logic. I designed every system—from animation and combat to architecture and asset management—over five months of independent development, outside of coursework.

Publishing the game on itch.io and reaching 100+ downloads taught me how to think like a player: ensuring intuitive controls, clear instructions, and a seamless launch experience. I iterated on folder structure, asset paths, and packaging to make the game easy to play post-download—skills I know are essential at EA, where polish and accessibility matter as much as innovation.

Beyond solo development, I thrive in collaborative settings. At the WSU Hackathon, I worked with two teammates to deliver a themed project in 24 hours, sharpening my time management and rapid prototyping skills. I also built an AI-powered resume critique web app using Python, Flask, and the Cohere API, reinforcing my backend and UI design abilities.

Currently pursuing my Bachelor of Software Engineering at Washington State University (GPA: 3.9), I bring a strong foundation in C++, Python, Git, Linux, and game architecture. I'm eager to contribute to EA's mission of delivering unforgettable experiences—and to grow alongside a team that values creativity, technical depth, and player empathy.

Thank you for considering my application. I'd be thrilled to bring The Last Paladin's spirit of modular design and responsive gameplay to your team.

Sincerely, Lucas Wehr