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Asobo Studio

Recruitment department

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Subject: Application to the Gameplay Programmer position

I am writting to apply to the Gameplay Programmer position published on the website of Asobo studio.

By reading the different tasks the gameplay programmer should take part in, I could tell that I would love tackle these challenges: camera-motion planning, character IA, physics-based animation and so on.

I just defended my PhD at Inria Grenoble about physical simulation for Computer Graphics applications. Aside from the physical models I implemented to animation deformable objects and liquids, I also got familiar with character animation, rendering and modeling.

You can find a list of the different topics I treated during my thesis here : <http://manteapi.github.io/thesis.html>.

Even though I do not have previous experience in the video game industry, I am aware of its challenges such as ensuring real-time application. Also, I consider myself as a persevering and curious person. Learning and designing new techniques for Computer Graphics strongly motivates me and I feel that the Gameplay Programmer position just matches this motivation.

I would love to discuss job opportunities and see how I could be an asset for your company.

Yours sincerely.

Pierre-Luc Manteaux