

HR Manager
Tobii

February 24, 2017

Dear Sir or Madam,

I feel that my skills and experience would make me an ideal candidate for the Unity game developer position available.

I am a skilled C++ and C# developer with experience in animation, rendering and game development. I am familiar with Unity 5, Unreal Engine 4, OpenGL and the DirectX API. I have a serious passion for computer graphics and game engine design. I have made several games and physical system animations in my own personal projects.

I feel it is also worth mentioning that I am both a Canadian and Irish citizen. I am willing to relocate and my citizenship allows me to work in Stockholm.

I worked closely with Dr. Brian Wyvill at the University of Victoria whose research is focused on animation. We worked with C++, OpenGL 3, QT and the Boost library. Since he taught me the 12 principles of animation, I see their application in both film and games. It is my ambition to become a part of this industry.

During my time with Dr. Wyvill I was introduced to more complex simulation techniques. Using Lagrangian mechanics, quaternions and spline paths I created a globular physics simulation. I imported a fountain object and had it spray out droplets of a liquid. These droplets were subject to attraction and repulsion forces. Tweaking the values could modify the behavior to look like water, putty, even powder. I have made videos demonstrating these projects which you can see on my website.

I watched the 'Tobii in 3 minutes' video and I feel that my graphics skills, knowledge of hardware systems and personal abilities will really help Tobii innovate and grow

I have excellent personal skills. I am an experienced team leader, a natural independent thinker, and a concise communicator. I believe that I would be a valuable asset to the Tobii team. Thank you for your time and consideration.

Yours faithfully,

Nick Houghton

Attached: curriculum vitae

Nick Houghton

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