EA
HR

April 25, 2018

Dear Sir or Madam,

I would like to submit my application for the rendering engineer role advertised.

I am currently employed as a rendering engineer for JibJab bros studios where I am responsible for development of the OpenGL render library. Through my work with JibJab and a series of personal projects I have developed skills which I feel would make me a strong candidate for this role.

I am currently teaching myself the Vulkan API by developing my own renderer and hope to include physics and game engine features in the future. I have also worked on several game and rendering personal projects in Unity, Unreal and OpenGL.

I have strong 2D and 3D math skills, low-level embedded platform development experience, algorithm design skills and scripting experience.

I have excellent personal skills. I am an experienced researcher, a natural independent thinker, and a concise communicator. I believe that my abilities would fit well with the rendering engineer role and that I would be a valuable asset to the EA team.

Thank you for your time and consideration.

Yours faithfully,

Nick Houghton

Attached: curriculum vitæ

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