Naughty Dog   January 6, 2018
HR

Dear Sir or Madam,

It took me a while to discover what I was passionate about. During my undergrad I experimented with hardware design, penetration testing, cryptography and embedded platform programming. None of these experiences really got me excited. Then, during my masters, I took a signal processing class which gave me my first introduction to graphics. Not only was the complexity exciting, the ability to actually see your work create something was enthralling. I came late in my education to graphics and game development; the other students were overwhelmingly skilled and knowledgeable. Since then I have been driven to learn more. Tutorials, projects, experiments, textbooks, on-line dev teams, twitter... anything I could think of to learn more, I have pursued.

I am fortunate enough to currently work with a brilliant OpenGL developer at JibJab studios. I have learned more than I ever could on my own from him but the application of our work is relatively restricted. I wish to work for Naughty Dog because I want an opportunity to learn even more.

Though I am yet to work in a real game studio, I feel my OpenGL skills and experience will make me a strong candidate. I have done many on-line courses and personal projects to boost my skills but nothing can compare to learning from some of the best. This is why I want to work for Naughty Dog.

I have excellent personal skills. I am an experienced team leader, a natural independent thinker, and a concise communicator. I believe that my abilities would fit well with the graphics programmer role and that I would be a valuable asset to the Naughty Dog team.

Thank you for your time and consideration.

Yours faithfully,

Nick Houghton

Attached: curriculum vitæ

Nick Houghton
14013 Captains Row – Marina Del Rey, California – U.S.A
℘ +1 (310) 904 3713   •   ✉ nhoughto5@gmail.com
☝ www.nickhoughton.ca