Dice   October 24, 2017

HR

Dear Sir or Madam,

I feel that my skills and experience would make me an ideal candidate for the software engineer position advertised.

I am a skilled C++ and developer with experience in animation, rendering and game development. 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 using OpenGL. I am currently employed in Los Angeles at JibJab studios where I working in two-man team responsible for the Render Library. Using OpenGL and it's Javascript based alternate WebGL we develop and maintain the rendering technologies that make the entire JibJab product line possible.

I am a Unity hobbyist and am currenlty working on two 3d projects, one a zombie-based first person shooter, the second, a third person RPG about a Koala. Both are still in early development so I have not advertised them in my portfolio however I would love to give you a teaser if you are interested. I do however have a 2D game I made with Unity demonstrated on my website. I am also a shader developer hobbyist. I frequently spend time on the *ShaderToy* website playing with and creating simple animations made with the *ShaderToy* variant of GLSL.

I believe these skills and my experience would make me a valuable asset to the team.

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 Dice team.

I would like to also add that I am citizen of Ireland and would not need any sponsorship to work in Europe. Thank you for your time and consideration.

Yours faithfully,

Nick Houghton

Attached: curriculum vitæ

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