Unity   October 3, 2017

HR

Dear Sir or Madam,

I feel that my skills and experience would make me an ideal candidate for the graphics engineer position advertised on the Unity website.

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 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 Unity 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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