

I am currently on the UFC Mobile team as a client engineer. I was previously with Fifa Mobile but am now getting to use both my client and rendering skills to help get the new UFC Mobile off the ground.

I was previously employed as a rendering engineer for JibJab bros studios where I was 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 have developed my own Vulkan renderer which is part of a larger game engine project I call 'Neato'. The work in progress can be viewed on my github page at <https://github.com/nhoughto5/NeatoVulkanRenderer>. 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 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 this role and that I would continue to be a valuable asset to the Electronic Arts team.

Thank you for your time and consideration.

Yours faithfully,

Nick Houghton

Attached: curriculum vitae

Nick Houghton

3392 Dieppe Drive – Vancouver B.C. – Canada

☎ +1 (778) 868 8315 • ✉ nhoughton@ea.com

🌐 www.nickhoughton.ca