

**Big Fish**  
*HR*

December 21, 2017

Dear Sir or Madam,

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

I am a skilled C++ developer and I have considerable skill in several other languages including, Java, Javascript, SQL and Bash. I am experienced in animation, rendering and personal-project game development using Unity 5 and Unreal Engine 4.

I am currently employed in Los Angeles at JibJab studios where I am working in a two-man team responsible for the render library which makes possible the animations seen online and in our iOS apps. 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 have a serious passion for computer graphics and game engine design. I have made several games and physical system simulations in my own personal-projects using OpenGL, Unity 5 and Unreal Engine 4.

Additionally, I am an enthusiastic game and graphics hobbyist. I have several personal projects on the go at most times and I have large-scale server development experience.

I have excellent personal skills. I am an experienced team leader, a natural independent thinker, and a concise communicator. I believe that my skills would fit well with the description advertised and that I would be a valuable asset to the Big Fish team.

Thank you for your time and consideration.

Yours faithfully,

**Nick Houghton**

*Attached: curriculum vitae*

**Nick Houghton**

14013 Captains Row – Marina Del Rey, California – U.S.A

📞 +1 (310) 904 3713 • ✉ [nhoughto5@gmail.com](mailto:nhoughto5@gmail.com)

🌐 [www.nickhoughton.ca](http://www.nickhoughton.ca)