Nicolas Ventura

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Deep Silver Volition   **28 October 2020**

Dear Volition Team,

I am applying to this position in hopes to apply my current skillset and gain some technical experience as a software engineer, as well as to find a place to begin my career as a game developer. I am currently a fourth year undergraduate at the University of California (UC), expecting to graduate in the spring of 2021 with a bachelor of science in mechanical engineering. However, that doesn't mean my skills are limited to mechanical systems.

I began to teach myself computer programming several years ago, and have improved phenomenally since then, mainly writing desktop and web applications in C and PHP to help automate certain tasks, such as a PDF generator to publish homework assignments quickly and a password manager that encodes data for safe storage. Although I originally learned coding for myself, I have found it to be very useful in several mechanical engineering, and other applications. I participated in the Biomedical Engineering Society's Make-A-Thon, a 24-hour design challenge to create a medical device. My team built a mechanical eyedropper, and I put together the circuits for the system and wrote code for our controller, an Arduino.

During my enrollment at UC Davis, I have taken a few official programming courses; in MatLab and C. Most of what I have learned hasn't been from those classes, but rather from teaching myself and doing my own projects, some of which I have written about. What I can be proud of academically is that I have taken several relevant courses to mechanical engineering, such as Manufacturing Processes, where I operated CNC mills and lathes to manufacture a gyroscope, Engineering Graphics Design, where I worked in a team to design a complex assembly in Solidworks, and several academic courses such as thermodynamics, solid and fluid mechanics, and circuits. Even though knowing solid mechanics may not help me write code better, I understand mechanical laws that I can implement into my code as a game designer to make for a more realistic user experience. I genuinely enjoy the technical side of engineering and am a fast learner. In my free time, I have set up and worked with the Raspberry Pi system, I have designed parts in Solidworks and building layouts in AutoCAD, and done some 3D printing.

I have been fortunate enough to have real work experiences such as my time working at EA Capital Games. I had a very exciting time working as an intern on the server engineering team. The project I worked all summer long consisted of building a heatmap of in-app purchases around the world for our game, Star Wars: Galaxy of Heroes. I was able to experiment with new tech stacks such as Redis+Websocket as proof of concept for Capital Games to use in the future. I got to work under an incredible mentor and had a great team always offering advice and connections (one of which was Stephen Bishop here at DS Volition) which I did not take for granted. This was also during COVID, which gave me the unique challenge of working online.

Outside of engineering, my hobbies include playing the piano, skiing, and playing games of course (board games, card games, and video games). I am also very passionate about long distance running. I have completed a half marathon twice. I am also lucky to have family in two countries, the US and France. My family and I have traveled to France several times, giving me the unique opportunity to learn a second language from native speakers in the country.

I am excited at the prospect of being selected to become a junior gameplay programmer, with a team that may have been involved in Saints Row, which are among my favorite games. I look forward to being able to apply my unique dual set of engineering and computer science skills and to learn more. Please review my resume for more information and I urge you to contact me by email at ventura@nicven.com or by phone at (925)-212-8342 with any further questions you may have.

Thank you for this opportunity,

Nicolas Ventura