Nathan Lilienthal

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`<BEGIN TRANSMISSION> SUBJECT: WORK ASSIGNMENT`   **July 30, 2021**

I'm applying for the positions of Tools Programmer, UI Developer, or Render Programmer with specific interest in helping polish and refine Elite: Dangerous. I've played nearly all of the titles but E:D remains specifically near and dear to my heart. No other game lets you traverse the galaxy in such a realistic simulation. That said, I'm also excited about the overlap in both the engine and features of the other games like Planet Zoo and Planet Coaster (PC G-force simulations are interesting, for example).

In my previous roles as a developer at Apple, America's Test Kitchen, and Forward Financing, I have created and deployed both backends and frontends to customers who depend on the ability to quickly and easily use the software. I know the difference small things can make to the user's experience and work hard so that everything lives up to a high standard of quality. For a game especially like Elite, which takes place in the vacuum of space, clunky, bloated functions simply will not do. I aspire to create clean, simple, minimal interfaces and abstractions so that players and developers can almost forget they are there and focus on the stars. I would be thrilled to join the team(s) continuing to make this vision a reality for the millions of players here on Earth.

Between my previous job experience on many full-stack projects and a intensive study of GPU architecture during my time at Northeastern University, I have accumulated a breadth of knowledge that is applicable to anything from UI/UX design to low level systems or graphics programming. I have experience maintaining a GPU accelerated terminal emulator, as well as many of my own toy projects. My passion for compilers and programming languages leads me towards deeper understandings of the tools I use, which is generally a requirement of developing fast and correct programs.

This job would help me reach my goals as a software engineer by exposing me to more graphics engineering and other performance critical systems. I'm always looking to improve both the quality of my own code as well as my ability to debug and benchmark the software I'm dealing with. Working for a company with their own engine and simulation games would be a great fit since performance really matters here, as does the user's experience. Whether I'd be working on the engine itself, or using the frameworks provided to give users accessible and responsive controls, I feel confident that my abilities as a designer, architect, and programmer will be put to good use.

Thank you for your consideration.

`O7, CMDR nixpulvis signing off.`