July 6, 2024

Dear Ghost Punch Games,

Thank you for considering my application. A great deal of excitement is generated by browsing your website. It’s been a while since I worked in the gaming industry, but my passion for video games has never waned.

I’m applying for the generalist position, because I’m really interested in any aspect of game development. In the past, I’ve done front-end, tools, particles, and the core math library. In my spare time I’ve tried to make my own collision system and graphics engine. There isn’t a more enjoyable type of programming than that had in the gaming industry.

At Acclaim Entertainment, many years ago, I had the privilege of working on the titles Legends of Wrestling I and II. At Avalanche Software, I helped to ship Bolt, Toy Story 3, Cars 2, and Disney Infinity. I’ve had other jobs, but working on these projects is what I loved the most.

C++ is my bread and butter. I’ve been doing it since high-school. It was not an offered class; I just taught myself, and I’ve been writing software in it ever since. Of course, I’ve picked up other programming languages along the way, such as Python, Lua and C#. I’ve recently become a CMake evangelist.

In my current job I’ve had the opportunity to learn the Unreal Engine. We use it to drive the graphics component of our simulation software. I’ve learned enough of UE to get characters animating, rigs animating with multiple, simultaneously applied animations, and to get some dynamic geometry rendering—a run-time manipulated mesh.

My choice in personal projects largely revolves around an interest in hard problems. You can find a project I’m currently working on at the following link.

<https://github.com/spencerparkin/Imzadi>

It doesn’t look like much, but it’s a platformer game featuring real-time dynamic shadows and an animated character. I did the modeling, texturing, rigging and animating, which is why it looks terrible, but the merit is in the programming, I hope you’ll see. I wrote a tool to process 3Ds Max exported data to get it into a format consumable by my game engine, and then wrote code that can do the real-time mesh deformations of the character. It’s based on DirectX11. I began a DX12 port, but decided my foray into that is best left to a separate project.

Again, thank you for your consideration. I am excited about the prospect of working for Ghost Punch, and getting to work on the things I’m most passionate about.

Sincerely,

Spencer T. Parkin