

Drew Graham
Orlando, FL (can relocate) | 407-575-4086 | dmg9626@gmail.com | drewgrahamdev.com

12/28/2020
Jeff Lawniczak

Dear Mr. Lawniczak,

I'm a tenacious and ambitious programmer, and I'd love to bring my energy to the Associate Gameplay Engineer position at Ubisoft San Francisco. When I saw the job posting on the careers page I immediately knew this was the role for me. Ubisoft's emphasis on producing a steady stream of new IPs is remarkable in this volatile industry. From *Far Cry* to *For Honor*, their titles allow millions of players to escape into a range of fantastical worlds. It'd be a dream to join the team and help curate those wonderful experiences.

As lead programmer for first-person platformer [Project Velocity](#), I created the physics driving the grappling hook mechanic. I worked closely with the design team, giving them useful tools to make swinging feel perfect. I also programmed the physics-driven wind sound effects, which helped to convey the raw feeling of speed to the player. This was a great learning opportunity, as I was completely new to audio programming. Some of my other interesting projects include [a Twitter bot](#) that combines Wu-Tang Clan lyrics with Donald Trump's Twitter feed, the [levels I designed](#) for the original 1993 DOOM, and an [AI that plays Super Mario Bros.](#)

The intense project-based curriculum at Drexel University trained me to create engaging games in Unity under tight deadlines. Outside of classes, the positions I've had on co-op gave me invaluable experience collaborating with diverse team members. Much of my work involved designing, implementing, and extending cross-platform functionality in Unity. At Night Kitchen Interactive, I created various interfaces for developers to add content to Lost & Founders, a location-based AR app engaging users with their local history. This helped establish an efficient content pipeline, allowing them to easily add and modify historical sites found on the map screen.

Nothing thrills me more than solving a complex problem within limitations. The whiteboard is my best friend when it comes to brainstorming with team members and visualizing solutions. It's been vital in my experience developing and maintaining game systems. The feeling of taking a seemingly insurmountable problem, breaking it into manageable tasks, and pulling it off is electric!

For years I've admired Ubisoft's bold work; to date, no other company has created a game culminating in a fist fight with the Pope. This position seems right up my alley, and I'm excited to step into the games industry.

I'm looking forward to talking games with you.

Best,
Drew Graham