

# Lukas Ternelius - Cover letter

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Hello there!

I am a game programmer student from TGA, and I am currently looking for an internship at a company that wants to have a skilled programmer added to their roster. The internship would be a period of about eight months between September 2024 and April 2025.

During my studies at TGA I have taken part in eight game projects going from idea to finished product. The engines used were Unity, the school's in-house TGE engine and lastly our entirely self-made engines. When working on the game projects we work together in groups of about sixteen people and must plan and create everything ourselves. In this environment I have often taken on a leading role for the entire group or specifically our programmers and planning out our work.

My work in these group projects as a programmer has mostly been with internal systems like scene handling and pipeline work with other disciplines and expanding into graphical pipeline/engine structuring in the later projects. I have often been in the role of a firefighter when needed and been active everywhere in the project.

At TGA we do a specialization project for seven weeks, for which I chose to make a graphic backend for my own engine in DirectX 12 and learn more about backend development in general. I cover this more in depth on my website.

As one can discern from the text above, my interests are in the nitty gritty of engine development. I do however consider myself good at dealing with a range of topics including gameplay related code and creating tools for other disciplines or programmers to use and I would love the opportunity to work closely with experienced programmers and learn from my betters.

Sincerely

Lukas Ternelius