

Cover letter

Position: Associate Programmer - World of Warcraft, Live Team

Being employed at Blizzard since October 2006, in charge of the administration of the European website, I am now applying at the position of Associate Programmer which opened recently. While I'm very happy with my current position in Europe, I'm strongly motivated in moving to a programmer position at Irvine's office, and dedicate myself even deeper in the game. I feel I fulfill all the requirements for this position, and my actual experience within Blizzard allows me to have quite some insight knowledge about how the game works right now.

About my former experience, both professional and personal, I have covered a large field of application, from low-level operating system code, to upper layers of logic code. I am also used to various programming environment, including of course Windows and Linux, and I'm used to either platform-specific code, such as MFC-programming, or platform-independent code, involving all sorts of portability issues. My PhD involved working with a very high level C++ library, the ReachIn API (<http://www.reachin.se/products/ReachInAPI/>), that I used to develop a few prototype of haptic interfaces for disabled children.

Among my various opensource contributions, I've done extensive work for the Playstation2 community (<http://ps2dev.org>), working within a wide community of programmers, in an existing codebase. This includes work in the PS2SDK, enhancing the libc-compatibility of the low-level API, and the development of various tools, including ps2-packer (<http://www.nobis-crew.org/ps2-packer/>) which made its way to the gentoo distribution.

As for stand-alone projects showing my ability to work on my own, I'd like to cite cd-tool (<http://www.nobis-crew.org/cd-tool/>), which is a Lua-based software able to handle the various structures and decoding/encoding of CD-Roms. Its sourcecode, written in C++, is about 1MB large, and is solely written and maintained by me.

Finally, my interest in World of Warcraft gave birth to a fan-project, showing rendered 3d-models avatar of characters: <http://grumpycoder.net/>

There are, of course, many other projects I've been involved into, and I'd be more than happy to discuss these in a detailed interview.

Looking forward to receiving your reply, sincerely,
Nicolas Noble