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COFFEE TO CODE CONVERTER

To
Starcolt
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Dear Lucy,

I recently found your ad for a game programmer on NZGDA's job section. The ad piqued my interest as I noticed that the product/s being developed seem like they have a bit of soul. This line really fits with how I feel "We're crafting simulation games that make you feel things" this and the fact that Starcolt is searching the starry skies instead of the concrete jungle led me to apply.

I am extremely interested in the emerging tech sectors and games with emotion are at the top of my list, I believe the game industry has become stagnated and as such I am extremely interested in companies which do things a little different.

I have been developing indie games for over three years now, I am young and as such am an extremely quick learner and I offer a creative and fun approach to game design/programming with most of my experience in Unity developing wacky physics-based games. You can download a demo of my current project [here](#) and its website is [here](#).

Being an indie dev and previously a freelance web developer I have a wide variety of skills and can adapt to new situations quickly, I believe my skills would benefit Starcolt as I am young but experienced and have already been working in the games/marketing sector for 4 years with success as an indie dev and freelance web developer.

I would enjoy having the opportunity to discuss my application with you and how I could use my skills to benefit Starcolt.

Thank you for considering my application. I look forward to hearing from you.

Sincerely,
Kees Tucker