



ALDRIC SHAUN RAJESH



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Dear Hiring Manager,

I'm really excited to apply for the Graduate/Associate Unity UI Programmer position at Pixel Toys. Your studio's dedication to pushing mobile gaming boundaries and creating stunning titles like Warhammer 40,000: Free blade aligns perfectly with my passion for crafting immersive player experiences.

My background in Informatics has equipped me with a strong foundation in Unity and C#. My experience at Big Small Games honed my coding skills, problem-solving abilities, and collaborative spirit. I'm particularly drawn to:

- Pixel Toys' Innovation Focus: Your commitment to exploring new technologies mirrors my own desire to continuously learn and refine UI/UX techniques.
- UI/UX Excellence: The chance to contribute to your "visually stunning" game would allow me to put my UI skills into action, optimizing player engagement.
- Team Mentality: My experience leading a successful app development project demonstrates my ability to work effectively within a dynamic team.

Most importantly, I'm eager to join Pixel Toys' ambitious journey and help you shape something unlike anything you've done before. I'm confident my skills and enthusiasm will be an asset to your team.

Thank you for considering my application. My CV highlights my qualifications further. I'm excited to discuss how I can contribute to Pixel Toys' continued success.

Sincerely,
Aldric Shaun Rajesh