






# Alexander Meuer


Polyglot Game Developer

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To

Jair McBain  
Land & Sea  
Devon, England

*20 September, 2020*

Dear Jair,

When you see a job posted that aligns so well with your own experiences, skills, and passions, it would be madness not to apply. I have been playing the Alto games for years, having both of them on my phone and I find them relaxing and exciting in equal measure. It is games like these that ignited my desire to study and work in Games Development in the beginning - the graphics, the audio, the wondering how it all came together. My attached CV details my academic qualifications and work experience to date so I'll not repeat it here. I can see an obvious thread throughout that brings me logically to a point where this opportunity fits perfectly to where I am now and I am hoping it will stand out to you too; that I not only meet the criteria but have a lot to offer the team as well.

Basically it was the creation of games that always interested me more than the playing, leading me to my field of study. I was lucky to be offered my first job before graduating and, wanting to enter the workforce and contribute to real-life projects as soon as possible, I jumped at the chance. While it wasn't games development, it did give me invaluable experience in working as part of a team and with legacy code. Two years later I moved to London to join Yakuto, only leaving there because I really wanted to work remotely and they could not facilitate this. I took a job with Articulate.xyz which is remote but not games development. Sometimes you have to take gambles to find your true calling and mine, it turns out, is definitely games development. I'm glad I made the switch to working remotely though, as my days are more productive and I can still interact as part of a team.

Thank you for reading this letter and I ask you to read my attached CV. I look forward to hearing from you and answering any additional questions you may have.

Sincerely,  
Alexander Meuer

