Numan

Shivamogga, Karnataka, India,

inuman739@gmail.com

+918296348812

Hiring Team

Insomniac Games

Dear Insomniac Games Hiring Team

I am excited to submit my application for the Gameplay Programming Intern position at Insomniac Games. Having a rock-solid understanding of C# and Unity, experience in designing entertaining gameplay mechanics with a fervent passion for storytelling through interactivity, I look forward to providing my contributions to Insomniac's amazing creative pipeline.

Right now, I am building a Unity project focusing on level scaling and difficulty adjustment similar systems used in AAA high engagement games. Through this experience I have learnt a lot about useful design patterns such as the Strategy and Observer patterns for dynamic difficulty adjustment and UI updates. I also have gotten a good grasp of being able to develop and use ScriptableObjects for game configurations, so that tweaking parameters of the game is much more seamless which I think can be very useful when contributing to Insomniac’s development pipeline.

I have always found Insomniac studios very appealing: they strive to tell compelling narratives with innovative gameplay that feels good and is fun. As a longtime admirer of Insomniac’s work—especially its ability to create player experiences that connect mechanics with emotional moments like in Spider-Man and Ratchet & Clank, my favorite — it got me thinking about how to do so. The chance to combine my programming knowledge, design preferences and enthusiasm for learning with your talented team excites me.

My solid programming skills, combined with my eagerness to work on cutting-edge technology, gives me the confidence needed to contribute effectively in both roles.

I am confident that my strong programming background, coupled with my drive to contribute to cutting-edge gameplay, will allow me to make a meaningful impact at Insomniac Games. Thank you for considering my application. I look forward to the possibility of contributing to your team and am happy to provide further details on my experience.

Warm regards,  
Numan