March 13th, 2013

I hope that you will consider for the intern game design position because I feel that I would be an excellent candidate for Activision Blizzard. After reading the description, I feel my abilities and skills fill, if not exceed, the requirements. I have the skillset that is needed to assist a development team in creating a new game or working with an existing game.

That reason why I feel eligible for this position most of all is because I have fresh ideas and problem solving abilities that appeal with the current and future generation of gamers populating the market that is necessary to keep the industry evolving. I’m very interested in FPS games, in both multiplayer and single player design, with some of Activision’s titles being my favorites. An internship with Activision Blizzard would provide me with the opportunity to evolve both the design of the games that I love and my own skills too.

While constantly keeping myself up-to-date with cutting edge practices and procedures involved in game design such as editing tools and programming languages, I am aware that there are technologies and processes that I may not already know such as Lua or advanced Python scripting. I am not intimidated by these opportunities to enhance the value that I would bring to the Activision Blizzard team and be an asset. I want to use these opportunities to not just learn, but excel.

I have examples of design and programming work that I can provide to display some of my knowledge, passion, and the ability to learn new skills quickly: an especially important skill when dealing with design deadlines.

Please contact me if there is any additional information needed as I would be glad to provide any.  
Thank you for your consideration and the opportunity.

Sincerely,

Anthony S. Barranco

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