

**Philip von Schwerin**

Student Programmer

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**Portfolio:** <https://bOrealian.github.io>

Dear Mindark,

I am a hard working student looking for an internship. You may or may not know that learning C++ is not in the curriculum at Yrigo's Game Creator program. I decided that I still wanted to apply with you, Gothenburg's most venerable studio, so I went ahead and learnt enough C++ to create a solo game in Unreal 5 over the course of four weeks and after that I managed to convince three more programmers to join me in creating a group project entirely in C++ over eight weeks, after giving them an introduction to coding in Unreal. During this time, I broadened my own knowledge about Unreal 5, particularly with regards to creating particle systems in Niagara and how to control them through C++ but also how to control Soundcues through code.

It was, to me, a pleasant surprise to find that you are now in the process of migrating to Unreal since that makes me confident that I could be of use. I am, of course, merely a student who started programming for real only a year ago but so far I haven't let that stop me so neither should you. To be fair, I could mention that I have worked 30 hour weeks in parallel with studying and that while I have given my all I am still as enthusiastic about programming as I was the first day. Much more, in fact!

In case you should like to know a little about me without having to see me, I could tell you that I am rather analytically minded and tend to try new things wholeheartedly (only way to find out!) before making judgement. I always strive to help create the best environment possible in any given work place and make the best of any given situation. I am typically clear about my own needs but I don't really need much. I like most types of games: board, roleplaying, card, mind, and just as many kinds of computer games. I have discovered, however, that one of the most enjoyable games is that of creating a game.

Of course I realise that even just taking on an intern is a risk, both financially and emotionally. So while it would sadden me to be turned down I would understand. Needless to say, this is what I want to do for the rest of my life and I will do all I can to find a place within the industry in Gothenburg. Thank you so much for taking the time to read my application (now click and look at my portfolio!).

Most sincere regards,

Philip von Schwerin