

Hello, Bungie!

I'm very excited to apply to your role of Senior Gameplay Designer at Bungie. I love combat design and I think I would be a good fit.

The post says that you're looking for someone to help create combat systems in a sandbox-style game. I did similar work as part of the unannounced project that I worked for at Amazon Game Studios. I created combat abilities and designs as part of a small team of character and VFX artists, audio, and engineers. I also have some experience with combat design from when I worked on indie games, for example Digitanks and Double Action.

Thank you for your consideration, I look forward to hearing from you.

Jorge