Emil Olofsson

Brännkyrkagatan 90A

11726 Stockholm

b.emil.olofsson@gmail.com

0760334567

14-03-2024

Dear Hiring Manager,

I am writing to express my interest in the Engine/Tools Programmer position at Massive Entertainment. With a solid foundation in software development cultivated during my time at The Game Assembly, combined with my enthusiasm for creating immersive gaming experiences, I am eager to contribute to your team's success.

During my tenure at The Game Assembly, I had the opportunity to work on a variety of projects that enhanced my skills in engine and tools programming. Through hands-on experience with industry-standard tools and technologies, I developed a strong understanding of game development principles and practices. Additionally, collaborating with classmates in a simulated studio environment taught me the importance of effective teamwork, communication, and problem-solving skills.

While my professional experience may be limited to my time at The Game Assembly, I am highly motivated and quick to learn. I am confident in my ability to adapt to new challenges and environments, as evidenced by my academic achievements and extracurricular projects. I am particularly excited about the prospect of applying my knowledge and skills to real-world projects at Massive Entertainment, a renowned studio known for its commitment to innovation and excellence in game development.

I am passionate about pushing the boundaries of what is possible in gaming and am eager to contribute to the success of Massive Entertainment's projects. I am particularly drawn to the opportunity to work on cutting-edge engine technologies and tools that will shape the future of gaming.

Thank you for considering my application. I am enthusiastic about the opportunity to bring my unique perspective and skills to the talented team at Massive Entertainment. I am eager to discuss how my background and enthusiasm for game development can contribute to your team's goals further.

Sincerely,

Emil Olofsson