

Colin Berens

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18th September 2025

Dear reader,

My name is Colin Berens, and I am here to apply for a job to offer my skills to the game development industry. As an almost-graduate student, I want to use my ideas and creative thoughts as fuel for enjoyable games. This is the reason why I started studying Independent Game Production in the first place. I want to give the world an experience that will stick with them. That has always been my dream.

With 3 years of studying, I developed my skills in every field of the game production pipeline. I took a special interest in the process of Game Design and Unity Development.

I am passionate about learning more aspects and technologies of the development process. I don't shy away from learning new engines or software to make a game. Additionally, I want to explore more aspects of the Game Design and try to explore new mechanics or storytelling aspects.

I also believe that teamwork is what makes success in the gaming industry. By working with other talented people, you can achieve greatness and make the best games. However, I am aware that this isn't always smooth sailing and there will be conflicts and problems. In the end I want to make sure that everyone and everything works together.

Feel free to explore my portfolio and if you have any question please write them to me. I would love to answer them.

Thank you for your time, and I look forward to the opportunity to collaborate with you.

Regards,

Colin Berens