

Cover letters:

Validate.

Intonate.

(Get to the) Point.

First paragraph!

My name is... I'm interested in (role). I bring X years' experience as (role/background). Brief interesting sentence. I'm confident my unique/diverse/eclectic skill set will be a fantastic asset to ... &

Get to the point. I want to know how many years experience you have before I invest the time to read the rest of your cover letter. New grad? "I'm a recent graduate of the XYZ game design program."

When you're evasive, that's wasting the hiring manager's time.

CLARITY.

When you claim expertise and you don't have the goods to back it up, you automatically damage the relationship and create distrust.

I see early career grads claiming mastery when they don't have the credentials. EEEK. The BS meter goes off! 🛕





Second para: Current/previous role/projects

What have you been up to lately? How does that work directly or indirectly relate to the job posting? Wow me. 3-5 sentences.

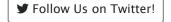
"In my current content design role, I was tasked with We delivered the project on time/sched."

Third: This is the droid you're looking for

With respect to your job posting, I excel at the following:

- bullet list of 4-6 things that match specific critical things they're looking for WITH how you've delivered with similar projects in the past

Lastly: culture fit paragraph and closing



WHY is working at ABC company important to you? What do they do that interests you? Spend 10 minutes to research their corp values, or play their games, or watch lets play. Check them out.

If a hiring manager cannot discern your skills from your cover letter and resume, they will not call you.

Clarity is important in conveying

- -level of expertise
- -core competencies including soft skills
- -desire to be part of this company

It takes practice.

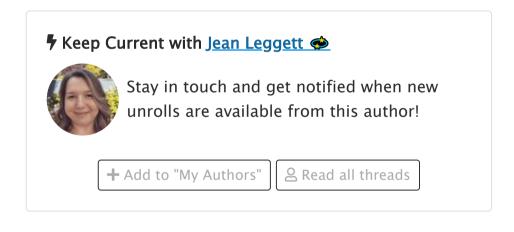
If you are struggling and getting little to no call backs, you're either lacking clarity in your materials or experience for what you're applying for.

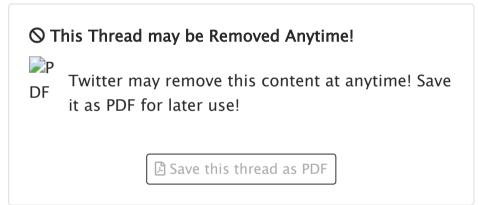
I've worked with over 200 game devs in 2020 alone to craft succinct resumes & cover letters.

Let's get to work. DM for info.

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