

Emiliano Dichter

Independent Game Production Student

contact@emilianodichter.com

+32 476 28 93 00

Kortrijk, 18/01/2025

Dear recruiters,

My name is Emiliano Dichter, and I am a student at **Howest Digital Arts and Entertainment**. I am currently pursuing an **Independent Game Production** major, and I would like to apply for a position as a game producer at your company.

I still have one year, and a half left in my education, during which I will hone my skills further and take part in an internship to learn the ropes of the industry.

I already have some work experience. Indeed, I have collaborated with **CoderDojo** in the past, a voluntary association that strives to teach young children from ages 8-12 the basics of coding.

I can easily work with many programs, such as Blender, Unity, Photoshop, Substance 3D Painter, Davinci Resolve, Excel.

I also have quite a lot of coding knowledge in the c# language, especially when utilizing the Unity game engine.

I am very interested in the work done by your company. For me, making games is all about curiosity. I like to get to the bottom of how something works and understand it fully. By joining your company, I hope to further deepen my knowledge about game development and learn from your amazing team.

That is why I hope that you will retain my application and remain open for an interview in which I could further explain what I could bring to the table.

Thank you for taking the time to read this letter, and I look forward to hearing back from you soon, so that we may arrange a meeting or a phone call.

Sincerely,

Emiliano Dichter