

Emiliano Dichter

Game Designer and (future) Producer

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Dear recruiters,

My name is Emiliano Dichter, I am a student at Howest Digital Arts and Entertainment, currently pursuing a major in Independent Game Production, and I am eager to apply for an end-of-study internship at your company.

I still have one year remaining in my studies, during which I will hone my skills further and participate in an internship that I hope to complete with you to gain hands-on industry experience.

I bring experience to the table as 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 and I am proficient in multiple programming languages, such as Java, Python and C#, especially within the Unity game engine.

For me, making games is all about contributing to the creation of a complex and interconnected project while satisfying my curiosity. I like to get to the bottom of how things work, understanding them fully and finding creative workarounds to challenging situations. By joining your company, I hope to further deepen my knowledge about game development and learn from your amazing team while contributing to it.

That is why I hope that you will retain my application and remain open to an interview where we could explore future collaborations and synergies. In the case of a negative response, I would greatly appreciate any feedback that you could provide regarding my portfolio, my CV or this very motivation letter.

Thank you for taking the time to read this letter, and I look forward to hearing back from you soon.

Yours sincerely,
Emiliano Dichter