

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 and more. I am also proficient in multiple programming languages, such as Java and C#. Furthermore, I have experience in game design and project management, being familiar with multiple management softwares such as Jira and Excel.

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

Game Designer and Producer

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