Dear staff at Spatial,

This is Gordon. I’m a Game Center student at NYU. I wonder if there any position of summer internship at your company. I’ve read your recent job description and am really interesting in it. The attachment is my Resume and expect an opportunity to have interview.

Currently, I’m studying at Game Center of New York University and pursuing Master of Fine Art degree. I have 3 years C# experience on Unity3D programming, and 4 years assets design experiences on 3D modeling, 3D animation and 3D textures. At Game Center, I’m working hard on exploring a deeper level of Unity3D game design and development for mobile, game console and VR devices. My target is always trying to make high-quality graphics games with storytelling, different cultures from the world and a lot of fun. I enrolled Virtual Reality class in Spring Semester 2017 that I’m expecting to learn more about VR field. In my point of view, with immersive experience, VR and AR are the future of games, education and entertainments. I’m also a graphic designer, which is my advances to UI design and implements into VR and AR for a batter user experiences.