



Monday November 20th, 2017

Dear Hiring Manager,



While browsing blizzard's career site, I found the position for a Tools Engineer on the Overwatch team and believe I would be a good fit for the position as well as fit into the culture of Blizzard.



Working for Blizzard would give me the opportunity to work in the game industry amongst talented game designers, artists, writers as well as everyone else. I hope to be able to learn and get inspired by everyone at Blizzard and hopefully pass on any knowledge of my own. Blizzard's values of "gameplay first" and their polish that make games entertaining are the same values I try to incorporate into my work and personal projects. And of course, working together and being a part of a culture of gamers is a dream come true.



Currently I play Overwatch as often as possible, trying to improve both my teamwork and mechanical skills; but I also enjoy playing Guitar Hero, Terraria, and I am looking forward to getting Divinity: Original Sin 2 once I can get a couple friends together to play. I enjoy play all genres of games from story driven games like Life is Strange especially, to puzzle games such as The Talos Principle and Portal, and especially those that have a teamwork or social aspect to them such as Overwatch, Sid Meier's Civilization 5, and Borderlands 2.



Being able to work on the Overwatch team, helping everyone there perform their jobs easier by developing tools for them is truly a dream opportunity for me and I thank you for taking the time to consider me as a possible candidate. If you have any questions, please reach out to me by email or phone and I look forward to hearing more from you.



With great interest,

Ilya Ivanenko
ivanenkoilya@gmail.com
(650)863-2547

Commented [11(1): Why the fuck does everything feel cliché AF