Friday December 1, 2017

Dear Hiring Manager,

As a passionate software engineer and gamer, I’m writing to express my interest for the position of Tools Engineer on the Overwatch Team as I believe my skills and experience are a great match for this role. A strong dedication for software development led to completing my Computer Science bachelor’s degree within two and a half years. In my first full-time position of Software Developer in Test I developed automation tools and led my team in adopting better automated testing practices.

…and now I seek to move forward with my career by joining the gaming industry amongst Blizzards ranks.

(Before) 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.

Ever since I played my first DOS game, Dangerous Dave in the Haunted Mansion, as a kid I’ve wanted to be able to create games for people to enjoy. Joining Blizzard’s talented collective to learn and get inspiration from while also helping them with the tools I would develop… I strive for polish and \_\_ with my work and Blizzard’s values of “gameplay first” and the polish that make all their games entertaining and stand out resonates with me. Being a part of the Blizzard gaming culture and work environment is a dream come true.

(Before) 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.

When I’m not working on improving my knowledge as a developer, I enjoy playing a variety of different games.   
 **OR** Games to me are more than just a form of entertainment, they are a form of art.   
  
­­…Overwatch has been my most played game lately as I enjoy improving my mechanical and strategic skills on multiple heroes and bettering my teamwork. Heroes of the Storm got me into the MOBA genre, one which I have been reluctant try out, and I am fond of learning about all the different characters and their lore from the various Blizzard universes. I am hard pressed to find a genre I don’t enjoy. I play rhythm games like Guitar Hero, RPGs like Divinity: Original Sin, puzzle games such as The Talos Principle, and story games like Life is Strange. I enjoy all the aspects of these games from storytelling and worldbuilding to mechanics and strategy, even delving game files for modding and learning about how the games were created.

(Before) 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. I look forward to hearing from you.

Working for Blizzard, providing the Overwatch Team with quality tools which help them deliver amazing content for our community, is truly a dream opportunity. Thank you for taking the time to consider me as a possible candidate. I look forward to hearing more from you.

With great interest,  
  
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