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 to increase test coverage and efficiency.

While my experience has been invaluable, I am looking to increase my professional growth by joining a community that can push me to achieve more. My ambition has always been to work in the gaming industry and I believe that joining Blizzard’s talented community will allow me to pursue my passion for game development. I admire Blizzard’s philosophy of not releasing a product until it is polished and meets Blizzard’s high standards. It’s these high standards and Blizzard’s values of “gameplay first” that I seek in my own projects, and given the chance to learn and get inspired from […]

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.

Outside of work, I enjoy spending time with friends that I have made through our mutual passion for gaming. The game I enjoy and play most is by far Overwatch; my love for the game comes from improving my teamwork and mechanical skills as well as the cheerful and captivating environment present in the game. 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 RPGs like Divinity: Original Sin, puzzle games like The Talos Principle, rhythm games like “Guitar Hero”, and story games like Life is Strange. I enjoy all the aspects of these games from storytelling and worldbuilding to mechanics and strategy, and especially delving into game to learning about how the games were created and try my hand at creating mods for some games.

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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