

Tom Ille

Game Programmer

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Dear Mads Prahm,

As an enthusiastic, newly graduated student with a master's degree in game design and technology, I was thrilled to find your job posting on LinkedIn.

My education has provided me with a variety of skills in game design and software engineering. These skills range from game design and prototyping techniques to software engineering practices, and design patterns to AI and computer graphics programming. Additionally, I have been working with Unity and C# for years – both during my education and for personal projects.

One project, that combined many of my skills is *CubeFusion*, a cooperative two-player game developed by a five-person team using Unity. The project started with an open-ended task: develop a game that can teach teenagers the basic approach behind programming. We accomplished this by cultivating everybody's ideas, rapidly creating cardboard prototypes, and finally narrowing down on the final product. As a cherry on top, we got to playtest it with 70-80 players at [Universeum, Gothenburg](#). This gave our team valuable insights into our level design, the readability of gameplay elements and – most importantly – the importance of playtesting itself.

While I greatly value my past experiences, I am eager to further develop my skills in an environment where curious professionals work hand-in-hand on a wide variety of tasks. Your focus on open-ended development and a process that leaves space for the mental well-being of your employees is very inspiring.

If you are curious regarding my other projects or my resume, please see my website at www.tom.ille-web.de.

I would thoroughly welcome the chance for a talk where we could discuss how I could fit into the team, your upcoming project, and Light Brick Studios as a whole.

**Kind Regards,
Tom Ille**