

Dear sir or madam,

I hereby wish to apply for a technical game design internship at Galaxy Grove.

I'm studying Game Development at the HKU Games in Utrecht. I'm currently in my third year and I am looking for an internship for the first half of 2026.

I learned about Galaxy Grove last year, when Joost van Dongen did a collaboration with HKU for Project Show Me. I found his presentation very inspiring as someone who dreams of one day starting his own game company. After his presentation I also took a moment to speak with him. Sadly, Galaxy Grove didn't end up being my chosen client for Show Me, but they left an impression on me.

Even when I was doing research into Galaxy Grove, Station to Station, and was speaking with employees at the career fair, I kept on getting a positive impression of the company. I also really like the idea of working more with Unreal and gaining professional experience with it, which I think is incredibly valuable.

I'm a creative designer, who always tries to think outside the box, and I like to experiment with new methods and mechanics. I'm very curious and quickly find myself inspired by the people around me.

During my time at the HKU, I have done a lot of work in the field of game design and game development. I'm experienced in Unity, but also have a good understanding of the inner workings of Unreal. With talent in mechanic conceptualization and iterative design.

I'm looking for an educational and inspiring internship where I can learn the ins and outs of the game industry and can challenge myself to bring my work as a designer up to a professional level.

I hope you are just as curious as I am, and I hope to present myself further in a proper interview!

Best regards,

Maarten Kramer