



Matthew Bender

Game Programmer

905-308-5344
www.matt-bender.ca
matthewbender1999@gmail.com

Dear Sir or Madam,

My name is Matthew Bender. I recently graduated from the Toronto Film School with expertise in Video Game Design and Development, and am beginning my career in the video game industry with a running start.

Through my work experience at Liberos Entertainment and my education in the Video Game Design Program at the Toronto Film School, I have gained a wide range of technical knowledge, particularly that of the Unity and Unreal game engines. Additionally, I have proficiency in multiple programming languages including C#, C++, HTML/CSS and Javascript.

My expertise has been exemplified through two game development projects: "Dreams of the Little Ones" and "His Darkness". Through these projects, I have honed my skills and talents, and have demonstrated my utility to the teams that I've worked on. I'm now seeking to grow my experience and expertise working as part of a new team, and continuing to develop my talents. You can view these projects and others at matt-bender.com

My passion for game development stems from both a love of games, as well as a strong drive to tackle tough challenges, especially when they require creative solutions. I am highly motivated and passionate about reaching new levels of excellence in game development. I believe that I can be a valuable contributor to your team and a strong asset for your company as I continue to gain further experience in this field.

Thank you for your time and consideration and I hope to hear from you in regards to an interview.

Sincerely,
Matthew Bender