

Dear Hiring Manager;

Seismic Squirrel LLC,

I am excited to apply for this position for the vehicular RPG videogame. Being an experienced Unity gameplay programmer with over 5 years of professional experience and a successful track record of shipping games, such as Redshield and Takashi Maze, I am confident in my ability to make a significant contribution to your team.

Throughout my career, I have developed and implemented complex gameplay systems and mechanics for various game genres, including action-adventure, strategy, and RPG. I have a deep understanding of Unity's architecture, programming, and optimization techniques, and I continuously seek to expand my knowledge and expertise in this field.

One of my proudest achievements was the development of the combat and Battle Mechanics for a post-apocalyptic like action-adventure game, Redshield, which received critical acclaim and recognition in the game space. I collaborated closely with the design and art teams to ensure that the combat system aligned with the game's vision, and I optimized it for various web and mobile devices to ensure a seamless player experience.

As a remote position, I am glad to inform you that I have experience working with remote teams across different time zones. I understand the importance of communication, collaboration, and teamwork, and I am confident that I can bring these skills to your team.

In conclusion, I am excited about the opportunity to work on this vehicular RPG videogame set in an alternate history 1930s New York, and I believe that my experience, skills, and passion for game development make me an excellent candidate for this role.

Thank you for considering my application, and I look forward to discussing my qualifications further.

Sincerely,

Shontan Daniel.