

University Module Professional Practice Project Request

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To:Joshua.pritchard1997@googlemail.com <Joshua.pritchard1997@googlemail.com>

Dear Joshua Pritchard,

I hope this email finds you in good spirits. My name is Richard Casey, and I am in the final year of my Games Development (Programming) degree at the University of Suffolk. As part of my coursework, I am engaged in a Professional Practice module that requires collaboration with industry professionals on a practical task.

Your experience as a Gameplay Programmer at Bulkhead Interactive, particularly with your work on PROMOD, has prompted me to reach out. I am eager to gain insights from a professional perspective and would be honored to have you set a project brief for me. This task will be carried out over the next 7 weeks and is aimed at blending academic learning with real-world application.

Please note that this request is purely for personal educational purposes and is not intended to establish any formal commitment from Bulkhead Interactive. I am approaching several potential mentors with the intention of selecting a project that resonates most with my career aspirations and academic goals.

If you are open to providing this mentorship, I would be looking for:

- A concise task outline that fits within the 7-week project timeline.
- Specific goals or challenges that would enhance my understanding of gameplay programming.
- Occasional feedback, if possible, to refine the project with a professional touch.
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Your expertise and guidance would be invaluable to my professional development, and I am flexible regarding timings for a conversation.

Thank you very much for considering my request. I am enthusiastic about the opportunity to learn from your experiences in the field of gameplay programming.

Best regards,

Richard Casey
BSc (Hons) Games Development (Programming)
University of Suffolk