Rivindu Wickramarachchi

Game Developer

Dear Employer,

As a young and motivated individual, I'm extremely excited to apply for the 'Unity Developer' position that is currently available at your company. I'm a Master's student who is currently studying Game Development and Design at the University of Skövde.

I come from a computer science background and my skills mainly revolve around programming. Although I do not have much experience in the area of game development, I do have 2 years of work experience as an operations support engineer in a US based company where I got the opportunity to work with cloud technologies such as AWS and implement automation scripts using python. After starting to read for my Master's degree, I got the opportunity to work on multiple game projects varying from individual game projects to projects that were created for game jams. I also got the opportunity to work at Blackdrop Interactive as a game developer intern where I was able to gain a lot of experience and skills that are much needed for a game developer who's looking to step into the industry. By working as a unity developer at Toptracer, I hope to further broaden my knowledge in the areas and tools that are related to game development and gain a good industry experience.

I have a strong passion towards learning new technologies and skills related to the field. I also possess the skill to adapt to any given situation while being a good team player. I strongly believe that with these qualities, I can be a valuable asset that will contribute greatly to your team. To gain a better understanding about my background and qualifications, please review my resume that has been attached. I'm eager to speak with you and greatly appreciate your consideration.

Sincerely,

Rivindu Wickramarachchi

To

Toptracer
Hiring Manager

From

Rivindu Wickramarachchi
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