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# Application for the position as Gameplay Programmer at Light Brick Studio

When I read the ad for the Gameplay Programmer position, on LinkedIn, I was immediately sold. The position fits exactly my vision for a job in game development, which I have been working towards since the eighth grade.

## Past – Present - Future

I started taking night classes in game development with the Unity game engine, and since then I have worked towards my goal, by finding ways to incorporate game development into my education. I took a six-month course at Vallekilde Højskole on game development. Here we also used Unity as our game engine. Afterwards I started my bachelor's in computer science, at Erhvervsakademi Dania where the focus was on video games. I primarily learned C# programming with the MonoGame framework and others. Later on, we incorporated Unity and then Unreal engine, where I also learned basic C++. At this point I also had a class in HTML, CSS and JavaScript with the REACT framework. Through my bachelor's degree I have therefore both gained the knowledge of computer science but also competences specifically within game development.

Through all the projects that I have worked on during my education, it has become increasingly apparent that if the developer is the only one who is testing the game, one might miss what will make the game more fun for the targeted player base. As a school project it might not be possible to do this, as these projects usually have a very short time frame. Nonetheless it makes perfect sense to test all aspects of the game through different means, and also listening to the people who play the game, as this would in my opinion help the development process in many ways.

Currently I live in Odense where I am studying my "Top-Up" bachelor called Software development at University College Lillebælt. I'm about a third of the way through this degree, but recently I have realized that in this stage of my life, I would rather start working full time than to continue studying. Which is why I am applying to join your company and how I found the job posting. Through my education I have gathered experience and knowledge and I can't wait to use it for something I am passionate about, I believe that could be you.

When I am not studying, I work for a company called Ajour System as a student developer. Here I write tests for their frontend, using the testing framework Cypress. The company structure is very flat, where the developers have a lot of independence. At the company we, use SCRUM but the developers also get a say in how and what should be done. Therefore, I can easily see myself in the work structure used at Light Brick studio.

In the future I see myself working in the game industry, on videogames that players enjoy. I believe that one of the key aspects that make games more enjoyable is that the game mechanics are of a high quality. This is something I really like making sure of. I can also see myself in both Light Brick Studios mission and values. I also find the idea of being a part of young company and experiencing growing alongside the company very exciting.

I am a team player, who can also work independently, and furthermore I love to solve problems by finding the best solutions to these problems. I am sure Light Brick Studio is the place for me to evolve and start my career, and I am very much looking forward to joining you at a personal interview.


Best Regards,

Sebastian Juul Knudsen