

Dear reader, Greetings

In this motivation letter, I want to explain why I think I'm a good fit for the advertised job position.

I'm a game design student in Berlin who mostly develops video games and mobile applications with Unity game engine. Even though I started my studies in Berlin on March of 2024, my experience with the game engine dates back to 2021, when I started developing indie projects.

With that mentioned, I also know how to work inside a team and I'm not necessarily a solo developer. For my university projects, I have teamed up with other students and took on various different roles. I'm knowledgeable about Git and repositories, which is crucial when you want to work on the same project with other teammates.

Furthermore, my C# programming and Unity skills are demonstrated in my published projects. You can find the link to those projects in my online portfolio. If further skills are needed for developing your desired project, then I will learn that skill on my own time. For now, I have already started to learn about light buzz SDK tool and how to integrate it with Unity to detect and track motions.

Your student assistant job is particularly interesting to me because it's in a startup team, and in a startup team, my creative ideas could be taken into consideration. I love listening to classical music, which means I will work on your projects with more enthusiasm.

Overall, I meet all the listed requirements, I have a lot of excitement for this job position and I truly hope to get selected for it.

My thanks to you.

Shervin Shafizad