January 25, 2021

Dear Hiring Manager,

I am excited to be applying for the Software Engineer - UI position at Blizzard. As a player of five years, a huge fan of Homestands, and captain of The University of Tulsa's Overwatch team, I have been passionately involved in Blizzard's esports ecosystem for many years. I admire Blizzard's dedication to quality gameplay and growth in the industry. With my experience in Unity Game Development, talent for UI Design, and leadership skills, I am the hero your team is looking for.

I am proficient with C# and Unity with over five years of experience. Most recently, I developed a 2D roguelike game called Tomb of Khaibit for my Senior Software project. I also received my Unity Associate Developer Certificate last year.

The website I created and designed, https://kevingerstner.com, provides examples of my UI and programming projects. I also have professional experience as a Graphic Design intern, where I created Photoshop art, graphics, and animated content that was published on social media.

This Spring, I will be seeking an entry into the gaming industry after graduating from The University of Tulsa with a double major in Computer Simulation & Gaming and Computer Science. With my excitement for developing new projects and dual-interests in programming and design, I am confident I will be a perfect fit for the team. I look forward to interviewing for this position.

Thank you for your consideration,
Kevin Gerstner

Kevin Gerstner

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