November 24, 2019

Snowed In Studios  
981 Wellington St. W.  
Ottawa, Ontario  
K1Y 2Y1

Dear Hiring Team

I am contacting you about the position for Game Generalist Programmer recently posted on your website. I am a recent graduate of the St Lawrence College Game Design program and I’m excited to apply my skills to your dynamic and successful studio; were individual contributions truly matter to the greater team.

As a professional programmer having undergone retraining for the Gaming Industry, I bring a proven track record of software development and team collaboration to your projects. I have a long history with C and C++ and have developed and maintained codebases with over 100K lines. I have also developed many projects with Unity for both school and my studio.

Notable successes include:

**Dispatch Madness:** A shipping dispatch operator simulator to train new dispatchers in the importance and economics of scheduling trucks accurately and efficiently. A challenging and pertinent project that combined the efforts of the Game Design students as well as the Business Management students at the college.

**Sy\_Bit Rope Wars:** An interactive video overlay game for stream viewers to engage each other with micro-donations. This has become a significant source of revenue for the Sy\_Pathetic studio as well as other streamers that license this game.

**The Action Sand Witch and the Mars Snowball Fight series:** Text-based and 2D based assignment games used to explore advanced techniques that went far beyond the scope of the course.

Thank you for taking the time to review my letter and resume. I look forward to meeting you and your staff to find ways that we can develop quality and engaging titles together.

Sincerely

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