

Letter of Motivation

Dear Mr. Bona

I hereby apply for the position of programmer at Speaxel.

Making video games for a living has been a longstanding dream of mine. I just finished my education at the „Games Academy“ and I am highly motivated about working in the Games industry. I believe my personal skill set is more than capable at fulfilling the expectations for this job. I have made experiences with „Adventure Creator“ in the past and I currently reside in Berlin.

I believe this position presents itself as an adequate challenge and a great opportunity for me to grow.

Personally I am also very excited for a language learning adventure game.

Thank you for your time and consideration.

I can be reached anytime via email at julian.franz9@gmx.de or by cell phone, 015771468060.

I look forward to hearing back from you.

Sincerely,

Julian Franz

Julian Franz

Date of Birth: 25.04.1999
Place of Birth: Berlin
Citizenship: Germany
Address: Dolomitenstr. 9
13187 Berlin

Email: julian.franz9@gmx.de
Phone: 015771468060
Discord: Nine #5786



Portfolio: <https://tornadofranz.github.io/>

Profile

My name is Julian Franz and I am looking for an entry level programmer role in the Games Industry.

Since my childhood, it has always been my dream to make games.

I just finished my last year at the Games Academy Berlin. Each semester at the Games Academy the students came together as teams to work on projects for the next coming months.

During my time at the Games Academy I learned the working habits and workflows needed for game programmers in the industry.

My main knowledge lies hereby in the game engine Unity and the coding language C#, I also had some exposure to Unreal Engine and C++ as well as blueprint and I'm generally open to new experiences. I am well versed with the principles of Object-oriented programming.

I can speak German and English fluently, and currently reside in Berlin.

Technical Skills

Familiar Software includes:

- Unity
- Github
- Sourcetree
- Unreal Engine
- Gitkraken
- Photoshop

- Krita
- Blender
- Godot
- C#
- C++
- HTML
- JQuery
- Unreal Engine
- Audacity
- Illustrator
- Arduino
- Javascript
- CSS
- SQLite

Education / Experiences

CVO Gymnasium

2011 - 2015

I visited the Carl- von-Ossietzky
Gymnasium from the 7th to 10th grade.

OSZ KIM

2015 - 2018

At OSZ Kim i got a degree as a
„Medien Technischer Assistent“, and
achieved my „Fachabitur“.

I also made my first experience with
Coding and Webdesign at this school
(HTML, javascript).

Games Academy

2018 - 2020

In the Games Academy i attended the
course for programmers and learned
everything related to programming in
the Games-Industry.

Hobbies and Interests

Considering the fact that creating video games is one of my passion it should come to no surprise that i enjoy playing them as well.

My favorite video game genre are Role-playing/Adventure Games.

Some of my favorite games include: Terraria, Crusader Kings, Rim World, Baldurs Gate, Disco Elysium.

I often enjoy watching games as much as playing them. I'm a big fan of competition in video games in all forms, especially the eSports scene in League of Legends, which i have been actively following for multiple years. When I'm not sitting in front of the computer I like to go out for a jog to clear my head and keep my body healthy.