Dear Wizards of the Coast Hiring Team,

I am writing to express my profound interest in the Head of Digital Game Technology position. My career has been defined by an unwavering drive to lead technical innovation, architect scalable solutions, and revolutionize complex workflows – capabilities I am uniquely positioned to bring to your AAA game development teams and shared technology ecosystem.

For over 15 years, I have consistently operated at the forefront of digital transformation, though my primary domain has been Building Information Modeling (BIM) and Virtual Design & Construction (VDC). In this capacity, I have led technical initiatives and teams responsible for designing and implementing highly complex, data-intensive systems at a scale comparable to major enterprise software deployments. For example, at Amazon, I engineered a workflow that reduced project timelines by 85% (from two months to one week) and drove 7x efficiency gains through strategic software integrations. This involved defining long-term technical visions, establishing rigorous standards, and fostering cross-functional collaboration to deliver impactful technological advancements.

My experience directly aligns with the core responsibilities of this role:

   Defining & Executing Central Technology Strategy: I have a proven track record of developing and executing technical visions that align with business goals, optimizing processes, and standardizing technology across diverse teams. My work has consistently focused on leveraging automation and data insights to enhance efficiency and quality.

   Driving Innovation & Emerging Technologies: My background includes pioneering generative design, procedural modeling, and advanced data integration. Furthermore, my personal projects, such as programming an AI bot capable of playing StarCraft 2, demonstrate a deep, hands-on understanding and passion for AI, machine learning, and complex algorithmic thinking.

   Fostering Cross-Studio Collaboration & Technology Sharing: I have extensive experience driving technology standardization and building centralized solutions (e.g., custom C# add-ins

for Revit, FSM API) that enhance productivity across various teams and platforms.

Mentoring & Growing Engineering Leadership: I have actively mentored developers and established engineering best practices, cultivating a culture of continuous innovation and technical excellence. My ability to rapidly master and lead in incredibly complex, high-stakes environments (from nuclear engineering to intricate BIM data exchanges) equips me to guide and inspire technical talent.

While my professional experience is not explicitly in AAA game development, the nature of the technical challenges I've solved, the scale of the systems I've integrated, and my leadership in driving innovation are directly analogous. My deep understanding of game engines (through Unity work and a C# FSM API with an in-progress Unity Asset Package) and my C++ proficiency provide a strong foundation. My passion for the gaming industry is profound; as a long-time admirer of IPs like Hero Quest, I've taken the initiative to apply my technical skills by creating my own VR version of the game. Indeed, my career path in AEC was often influenced by the significant compensation opportunities, yet my underlying drive has always been to contribute to the innovative world of interactive entertainment. This project not only showcases hands-on game-like development and complex system interactions but also highlights my understanding of intellectual property considerations.

I am confident that my unique blend of unparalleled learning agility, deep technical expertise in automation and AI, and proven leadership in driving complex technological transformations will enable me to make immediate and significant contributions as your Head of Digital Game Technology.

Thank you for your time and consideration. I look forward to discussing how my vision and capabilities align with Wizards of the Coast's ambitious goals.

Sincerely,

Trent Best