Edwin Almaraz
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(707) 344-2889
April 5, 2021

Chris Totten and Tim Fritz
Pie for Breakfast Studios/PxlPlz

Dear Mr. Chris Totten and Mr. Tim Fritz,

I am interested in the summer internship as a gameplay scripter for *Pie for Breakfast Studios* and *PxlPlz*. Currently, I am a Computer Science student, with a concentration in game programming, in my senior year at Kent State University. My expected date of Graduation is May 15, 2021.

I am applying to this position because it sounds like a really great opportunity to work with talented game designers and learn a lot from them about the game development process. I am in the Game Prototyping class this semester and I have been closely following *Little Nemo and the Nightmare Fiends*' progress since I first heard about it. When I learned about this internship opportunity, I had to submit an application.

Working on a game with talented people has been a dream of mine for a long time. I'd like to assist the lead programmer with my knowledge of C# scripting and the Unity game engine. I have taken numerous programming courses at Kent State which include C# programming, Game Engine Concepts, and Game Development Practicum. I also bring many years of life experience and can provide a unique perspective. I grew up in the 1980's and 1990's; I was in the military for 15 years and I am married and have two daughters.

I am very interested in this position at Pie for Breakfast Studios/PxlPlz . I am enclosing my resume. I welcome the opportunity to meet and discuss my qualifications further. The best way to contact me is through my cell phone number, 707-344-2889, or email, almaraz.edwin@gmail.com. Thank you for your consideration.

Sincerely yours,

Edwin Almaraz