Arpit Srivastava

Game Developer and Designer

Subject: Application for Game Developer/Designer role.

Respected Hiring Manager,

It's with pleasure that I submit my application to you for the role of Game Developer/Designer. With skills that closely match the job criteria, I firmly believe I would be an asset to the team.

In my Unity Developer position with Eventcombo, my previous company, I handled tasks in both the areas and much more. With my ability to learn, I know I can quickly close any knowledge gaps to become an asset to your team. I have done game designing and made a few prototypes as well. My ideation includes openness and uniqueness. Genres such as Adventure, Board game, Story mode and Arcade are few in which I am working on currently.

I think if you haven't been in the Development, you can't be a good Designer.

I'm also skilled at Gameplay Prototype Development, creating Core Game Features and Game Design Concept Development. I have managed teammates earlier and led them. I have also worked around and am flexible at relevant skills like 3D-modelling and Graphic design. I have effective communication skills and the motivation to take on challenging work. I am confident that I have the drive, knowledge and experience you need. I would be honored to learn and improve ahead in the field of Game Designing with the intellectual people you guys have.

You can check out my Game Development projects on my GitHub or Resume itself. The newest one would be a WebGL based 2-player offline Board Game: https://arpitsrivstva.itch.io/unpop-it/

My main completed Game Design project, which is a big one, is based on a cult classic which you can check here: https://github.com/arpitsrivstva/My-Apollo-13-Game-Design-Document-and-PPT

I'm eager and excited to hear from you and discuss the role in more detail so we can work it out together.

Sincerely,

Arpit Srivastava.

Details

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