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Stardock  
15090 Beck Rd.  
Plymouth, MI 48170

Dear Hiring Manager

I saw the posting for an Associate Game Developer on your web site. I see this as a great opportunity to get an entry-level position into an industry I love. As a Michigan native and an avid gamer, Stardock is on the top of my list of developers.

Enclosed is a copy of my resume containing my education and experience, but you will find it lacks the ability to truly define my passion for creating games. Video games are a medium with an infinite amount of expression and challenge all aspects of programming. It is in this industry that I find my fulfilment as a programmer.

I am currently a Graduate Student working on maintaining computer labs and tutoring students. I am in the last year as a masters student in computer science at Eastern Michigan University. My thesis work is on real-time CPU bound ray-tracing.

I have experience I writing games in my free time. I have experience in developing in C and C++ on Window, Linux and OS X. I have worked with SDL, SFML, GLFW, OpenGL and DirectX on game projects in the past. I have used GUI tool-kits such as Qt, wxWidgets, and .Net to create varying applications.

I look forward to hearing back from you in the future about an interview, thank you.

Sincerely,

Byron Heads

encl: Cover Letter and Resume