

Contacts:

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Vicarious Visions Hiring Manager,

I am writing to you regarding your job posting on the Activision website and on your studio's website regarding the temporary QA position. With my Bachelor's Degree in Video Game Design from Fitchburg State University and prior experience in quality assurance, I believe I have the overall skills necessary to apply myself and excel in this role.

Over my 4 years of college, I have developed the skills necessary to adapt and either be an individual contributor or lead a small team in roles such as quality assurance, and project lead. I have applied myself in producer roles in which I taught myself time management and I continue to teach myself about every aspect of the design process from engineering to asset creation. I may describe myself as an artist, but this does not define me as a person. I am willing and ready to step in and roll up my sleeves when a fellow team member needs assistance or there's simply more work to be done.

I have attached my resume for additional information about all my proficiencies and experience. What may not come across in my resume is my passion for character creation. Although it may not directly apply to this position, my passion to someday employ my skills as a character designer fuels my thirst for learning all aspects of the game design process. It is games like Destiny that have pushed me to create and develop characters like Cayde-6 and Ikora with deep background and engaging appearance.

If you have any further questions, please feel free to drop me a line using any of contacts above and I will be following up with you by a letter or email in the coming week or two.

Thank you for your time,

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Connor Kneeland