Dear Sir/Madam,

I am currently a Masters of Engineering student in Computer Science at Cornell Tech and will be graduating this May. As my attached resume shows, I have experience in many fields, from robotics and user oriented design to both front and back end development. I have also done statistical analysis on large datasets both at MITRE where I was looking at detecting runway encroachments for every major airport in the US, and for the City of Boston, using their housing data to extract key insights about the future of residential housing in the city.

I have four years of experience using Unity and am fascinated by the gaming industry as a whole. I admire Unity’s business model of allowing developers to learn how to use the software free of charge. Furthermore, its integration with upcoming virtual reality hardware and its ability to port to a myriad of platforms, especially mobile seems to me a key factor in not only achieving but also expanding market capitalization both now and in the future.

Finally, in the summer of 2015, when I was interning at Microsoft, I had the chance to go to Unite in Seattle and see some of the stuff Unity was working on first hand. I was blown away both by the amount of dedication and obviously technical achievement but also by how responsive the company was to its users. This meshed well with work that I have done in user and product design at Olin College of Engineering and Cornell, specifically being able to understand the needs and values of users and transform those intangible concepts into products that will provide the maximum amount of effectiveness and ease of use for those users.

I would very much appreciate the opportunity to interview with Unity for any relevant job openings, to learn more about the company and to show my abilities.

Sincerely,

Brendan Ritter