Dear wreofijeoifjreoifjre,

This letter is in regards to my interest in applying for the Programming Intern position you have recently posted on the Obsidian website. In January of this year I had the opportunity of touring Obsidian Entertainment as part of Cal Poly Pomona’s Game Design and Development Club. During this tour, I was able to view a presentation about getting into the games industry in which Anthony Davis spoke.

Since then, I have been checking your website waiting for a position to become available that I am eligible for.

I understand this internship position will be working on Pillars of Eternity II: Deadfire, which uses the Unity game engine. My proficiency in working with Unity and C# would make me an excellent asset to the PoE2 team. I have created 4 games in the last year at various hackathons and game jams, all of which use the Unity Engine. At these events, there was often a member of our team who had not worked with Unity prior to the event. I took on a mentorship role by showing them the basic workings of the game engine and C# language.

Recently, I have been playing games that have allow me to be creative. The game I have poured the most time into recently is Planet Coaster. It is a theme-park management simulator

This internship would serve as an opportunity to grow my skills as a game developer, and become further involved in the games industry.

I feel I would be a great asset to the Obsidian team.

Your email signature should include your name, full address, phone number, email address, and [LinkedIn Profile URL](https://www.thebalance.com/how-to-include-your-linkedin-url-on-your-resume-2064039) (if you have one) so it is easy for hiring managers to get in touch.

Firstname Lastname  
Street Address  
City, State, Zip  
Email  
Cell  
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