Hi,

I would like to request your consideration for the position of Front End Developer, which I saw advertised on your Careers page.

I was particularly excited to see an opening within the Swords team, as this is one of what I consider to be the most addictive games. I’ve nearly uninstalled it from my phone but, well, I just couldn’t. While the game play is fantastic as a whole, I’ve been particularly impressed with how the game leverages the iPhone features to implement realistic collisions.

When I picked up the job description, I knew that not only was the position a perfect match for my interests, but I was perfect match for its requirements. I have over three years of experience with writing mobile games, and pride myself on having an artistic eye despite being “just” a developer. I would love the opportunity to utilize both the artistic and the

technical aspects of my brain. My games have been shipped to three mobile platforms, with over 100,000 downloads on the iPhone itself.

Additionally, I place high value on the long-term maintainability of a code base, and have implemented systems at my previous company to improve code quality. Most notably, I restructured our coding cycle to match industry best standards. Gone were the days of bang-it-out; developers needed to write design documents for any external APIs and

have them peer reviewed by at least two people. All source must be code reviewed before being checked in. Bugs at the “critical” level dropped 19 percent with the implementation of this new system.

I think that Swords and I could have a wonderful working relationship; we’re compatible down to the last little detail. I look forward to talking with you more about this opportunity. Please contact me at 206-555-9323.

Thank you for your consideration.

Sincerely,

Aakash Pahuja