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To the Hiring Manager of the Corporate Applications Department,

I was compelled to contact you when I saw that you were looking for a talented and enthusiastic producer to join your company. I am currently seeking a position that will allow me to leverage the experienced I have gained as well as develop into a more established producer in the Video Game industry.

What I enjoy most about being in production and project management is the ability to drift between different departments and work with people from a variety of disciplines in order to achieve a goal. I became intimately familiar with the various processes throughout the development cycle and was able to visualize all of the moving parts required to ship our product. This positioned me to focus my efforts on areas with greater risk which in turn enabled me to quickly mitigate them and deliver results.

I also found myself drawn to problems because of my desire to continuously improve my surroundings and strive for top quality. When I joined Riot Games, I immediately identified the need for quality improvement after witnessing deficiencies in our testing process. I decided that it would be beneficial to the company if we invested some time and resources to automated testing. Even before I had a dedicated team for creating automation, I took it upon myself to learn some tools and scripting languages to jump start the project. I felt that this decision was instrumental in allowing us to release new content every 2 weeks while simultaneously expanding to international territories.

Prior to joining the Video Game industry, I spent the early years in my career learning discipline and meticulousness in the Aerospace industry where I was responsible for multi (sometimes hundred)-million dollars projects that went into orbit. I often reflect on the similarities between the two industries when I think about the devastating consequences of having defects in the product. A single defect can either lead to a faulty satellite that blows up or a game crash that affects millions of players worldwide.

I am always looking for opportunities to “level up” as a contributor in my field and I feel that Blizzard’s core values and culture match my work and life style very well. I would love to collaborate with like-minded people who are passionate about the games Blizzard creates as well as taking their quality to the next level. Thank you for your time and I look forward to hearing from you!

Sincerely,

Naomi Augustine