

1, Vision Building,
20 Greenmarket,
Dundee DD14QB

Dear Recruiting Manager,

I am applying for the position of Junior Gameplay Systems Engineer. I saw this opportunity on your website and I feel this is a perfect role for me.

I have recently completed a Masters in Computer Games Technology at the University of Abertay. In 2016, I obtained my degree in BSc in Business and IT from the University of Malta. My thesis was focused on network security, where I developed an IPS prototype on Ubuntu. The last few months before I decided to read for a Masters, I was also working in tandem with QA and development teams to enhance an existing product feature for the Acunetix scanner. During these last three years, I have also kept myself busy by completing short courses to further expand my knowledge in various areas of research. I have completed LPIC-1, CCNA, and two short courses on Unity design and development. I was always passionate about video games and interested to understand the development process. I wanted to specialise in games development and shift my career to the games industry. During these last few years, I followed several game related media channels such as Kotaku, PCGamer, RockPaperShotgun and GamesRadar to understand the current industry and keep up to date with the latest trends. I also follow several updates from Twitter, as it is the platform of choice for the gaming community.

As I have worked within small teams during my postgraduate and game jams, I wore many hats and fulfilled my responsibilities not only in the role assigned but also as a leader in the team. I share a passion and love for making games as well. I have played countless hours in GTA, the golden era of SA:MP and lately Master Chief Collection on PC, finally allowing me to complete a great chunk of the franchise after I purchased Halo CE on XBOX 360. The Rockstar acquisition was both exciting and surprising news. I really look forward to being part of the next chapter in Ruffian Game's future.

To summarise, I am really looking forward to joining the team at Ruffian Games. I will go all the way to support the team, and also ensure that milestone deadlines are being met. I have proven time and again that I am able to deliver on time and as requested. I am able to recognise challenges and schedule resources to overcome them. I am a problem solver with a can-do attitude, where I believe that persistence is the key to great results. Hideo Kojima and Sean Murray are great inspirations. Kojima worked in the film industry before switching over to gaming and Sean managed to turn around the biggest disaster in gaming history, by listening to feedback, working on it and letting his work speak for itself.

Yours Sincerely,

Daniel Zammit