

Dear Recruiting Manager,

I am applying for a speculative position within the coding or quality assurance team at Guerilla.

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 thinking hats and fulfilled my responsibilities not only in the role assigned but also as a leader in the team. I share a passion and a genuine interest for making games as well.

To summarise, I am really looking forward to joining the team at Guerilla. 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 can 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