

Dear Recruiting Manager,

I am applying for the position of Entry Level Programmer. I saw this opportunity on the Glassdoor website and I feel this is the 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 decided to apply with Rebellion as I am a huge fan of Sniper Elite series and the recent standalone Zombie Army 4 Dead War. Out of all the coop games I played, Sniper Elite ticks all the right boxes for creating that unique experience like no other cooperative game. I want to be part of a team that delivers amazing cooperative experiences that other players can share together. I have played all games in the Sniper Elite franchise with my neighbour and lifetime best-friend as I really like the co-op aspect present in this franchise. Killing enemies feels satisfying and rewarding, especially when you get slow-motion x-ray kill cams which is a cool feature I really enjoy experiencing time and again. We have also tried Strange Brigade, which is a fun shooter in co-operative mode offering different builds and special abilities to the player. As a huge fan of Sniper Elite, I would be able to present a new point of view from the player perspective to find different ways of how Sniper Elite can be improved without changing the fun aspect of the core loop. I would also be interested in finding new approaches for the AI system so that enemies are more connected together and combine forces to stop Karl Fairburne in his tracks! I hope to find an opportunity within your team to work with like minded individuals that share a common passion for video games and cooperative experiences.

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