

Dear Recruiting Manager,

I am applying for the position of Junior Game Programmer at Crytek in Frankfurt. I saw this opportunity on your LinkedIn and I feel this is the perfect role for me. I have the right to work in the UK with pre-settlement status as well until 2024.

I have recently completed a Masters in Computer Games Technology at the University of Abertay. For my research project, I extended the functionality of an existing Unity application to leverage and explore the VR space in 3D graph exploration. 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 other disciplines when it was required. I share a passion and a genuine interest for making games as well. I have been a fan of Crytek since I completed the first entry in the Far Cry series and I really enjoyed the story and open world. It was a great opportunity to showcase the early state of the Crytek engine and the rest is history, I am still amazed by Crysis 3 even to this day, and the optimisations to the engine which made it possible to play the remastered version on the Switch. That was an incredible feat by the team.

To summarise, I am really looking forward to joining the team at Crytek. 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 feedback, iteration and persistence are 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