To: Engine-Software   September 24, 2019
Burg van Nispenstraat 6
Doetinchem

Dear Sir or Madam,

I am writing to apply for the position of junior programmer at engine-software, as advertised on the jobs page of your website. I recently graduated cum laude from Leiden University with a bachelor's degree in Computer Science. During my studies I learned a lot about all aspects of software design. I now have about five years of experience with C++ and I have completed various small projects using C++.

I have been passionate about gaming ever since the Gameboy Advance was released, on which I enjoyed classics like Pokemon, Metroid and Megaman. Nowadays I not only want to game, but I also want to make games because I want to work on software that other people can enjoy. In my free time and during school I have already worked on some small gamedev related projects to gain some experience, a description of these projects can be found in my portfolio (see bottom of the page for a link). I have recently taken an interest in the Unreal Engine and I have followed a couple of tutorials, so I have some experience with the blueprint editor and with extending some of the engine classes in C++.

Judging from the job description I think I can be a valuable addition to your team. Thank you so much for your time and consideration.

Sincerely,

Michael Göebel

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