

Dear SCEA,

I recently finished a temporary programming job and intend to relocate to San Francisco to enter the video game industry. These are two dreams that have been reoccurring since high school. After 5 years, I believe I finally have a chance to actualize both.

I've always been a gamer and am very knowledgeable about video games. I'm familiar with the general designs and mechanics that constitute them. I can play many on a competitive level, often exploiting unbalanced mechanics. I also love to socially play with friends, so I understand why people play games and what people desire in them. I imagine this experience of simply playing video games would help for any position in the game industry.

My personality fits this position too. Being slightly minimalistic and slightly perfectionist, I'm good at criticizing. I always research, test, and try to find the best product before purchasing it. Even for leisure entertainment, I strive for the greatest examples of the medium. I would be able to find many flaws, fix them, and advise improvements.

Although I do not have experience in a game testing role, I believe the work done during my last programming job can substitute for it. I worked for a tiny company of 3 developers (including me!), so a majority of the testing was done by the developers themselves. Whatever code I had written was tested by me, and then reviewed by the other two when the code was committed. The quality of the code was forced to be high from inception. As a programmer, I would be able to offer a more thorough analysis of bugs and provide a more realistic estimate of time and quality.

Detailed in my resume, you will see I have experience in other fields as well. I am confident that working in the city and industry of my dreams, I would be overly motivated to work for any company, especially a company as revered as Sony (my parent would go nuts!). Thank you for your consideration.

Sincerely,
Rahil Patel