

Dear Disney Interactive Media Group Recruiter,

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.

Since the job post's responsibilities focused on communicating, I'll detail some of the communications that occurred during my last job. I worked at a small company as a full-time programmer, coding for 80% of the time. The rest of the time was allotted to communication--meetings with the entire company (developers, manager, and marketing personnel), meetings with new clients, and customer service for old clients. Through email, phone, or in person, I had to give technical details and offer my opinion. A ton of voicemails later, I feel that my last job provided a revelation of a variety of personalities in the business field. I believe this better understanding of people would help when I have to talk to game publishers or even co-employees.

As a programmer, I believe I have leverage in many of the responsibilities of an associate producer. I would be able to communicate freely with the developers, making feasible feature requests. I could make better estimates of time and quality. I could help with development. And of course, I know how to work hard for deadlines.

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 Disney. Thank you for your consideration.

Sincerely,
Rahil Patel