Dear 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 more than 5 years, I believe I finally have a chance to actualize both.

The government software contractors of ancient technology on the east side didn't exactly excite me. I chose San Francisco because it has a diverse population, many outdoors options, and a great entertainment industry, which is where my career belongs.

The reason I believe I could be a good programmer or even a great designer is because of my traits. I am slightly minimalistic and slightly perfectionistic, which makes me good at criticizing, but terrible to watch mainstream movies with. When these traits are imposed on code, a logically simple, efficient program often emerges. If not, I'll later discover how awful it was and fix it. When these traits, combined with an entertainment induced past, are applied to design, I imagine I could conjure original gameplay ideas that interweave with story and art, similar to top independent games.

Although my work experience mostly consists of .NET, I imagine the concepts behind the components of .NET, such as object mapping (LINQ to SQL), UI (ASP.NET/WinForms), and Web Services, will lessen the learning curve of the other large frameworks.

My objective is simple: enter the game industry, ideally through a non-specialized position.

Detailed in my resume, you will see I have experience in other fields as well (hotels, surprise!). I am confident that working in the city and industry of my dreams, I would be overly motivated to work for nearly any company. Thank you for actually reading this.

Sincerely,
Rahil Patel