August 07, 2009

Dear Insomniac Games Recruiter,

Hope this letter finds you well. I would like to start by introducing myself. I’m a Virginia born citizen and a recent graduate in computer science, with a background in motels. I am currently looking for a full time position in software development.

The job post didn’t mention many technical skills required, so I will not go much into detail about them. My college education has given me a well rounded experience which includes: web programming, database programming, scripting languages, assembly, and a ton of C++. Please see my attached resume for more details.

I’ve already read information about the company on the website, and know how prestigious Insomniac Games is. I would be proud of working for a developer whose games are highly polished and creative. I am an avid gamer, thus I am very knowledgeable about games and can play many on a competitive level.

Being a Game programmer is an aspiration I’ve had since middle school, and I honestly think I would make a great one. I’m very good at criticizing games, due to the vast amount of games I’ve played. I could find faults, counteract with improvements, and offer original gameplay ideas.

I’m just trying to impose my obsessive work ethic on to your business, and build a foundation for my career in the process. Just being near a video game company is enough inspiration to keep me working hard. I am comfortable developing quality solutions, and confident that my knowledge, coding methods, and research behaviors will prove to be an asset to your organization.

Should you have any questions or concerns regarding my resume, please feel free to contact me anytime via e-mail or phone. Thank you for your time and consideration.

Sincerely,

Rahil Patel

(757) 630-7972

[Rahil627@gmail.com](mailto:Rahil627@gmail.com)

subject line: BreakAway Online Job Posting

* **Location:** Durham, NC
* **Category:** IT & Software Development - Software Engineering
* **Tags:** C, C++

David Brinkley, Ava Gardner, Andy Griffith, President Andrew Johnson, Thelonious Monk, Soupy Sales, and O. Henry. What do they have in common? They were all from North Carolina! But what does that mean - it means that Insomniac Games is looking for people for its North Carolina office! Specifically in Gameplay! The gameplay group is in search of motivated programmers to further develop our team. Gameplay programmers are responsible for the high-level runtime code that pulls everything together into a highly polished and ultimately compelling game experience. You know - the kind that blows your mind!

What you would be up to:

Programming content like enemy AI, weapons, character controls, and other functionality within an established framework.

Designing and implement modifications, reorganizations, and extensions to existing code base.

Analyzing, organizing, and optimizing code.

Fleshing out, expanding, and implementing game designs.

Providing input on game design and code architecture decisions.

Skills that we are requiring:

Strong knowledge of C and C++ programming languages.

Adaptive coding style.

Dedication towards individual and team growth.

Good people skills.

Collaborative attitude.

Good instincts for game design and fun.

Things that would rock:

Having worked on a project from beginning to end.

Avid console gamer.

Console programming experience, especially on the PS

 Understanding of procedural, object oriented, and aspect oriented programming paradigms.

If you would like to become a part of these notable people, then we look forward to hearing from you.