Forewarning: I am not currently enrolled in college; this wasn’t explicitly detailed in the job post.

Dear Bethesda Softworks Recruiter,

I recently finished a temporary programming job and intend to relocate to a large city 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.

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 have a deeper understanding of test processes.

Relocating to DC is not a problem. I have many friends that live there, so I can make it to an interview fairly easily (4 hour drive).

Detailed in my resume, you will see I have experience in other fields as well. I am confident that working in the industry of my dreams, I would be overly motivated to work for any company, especially the developer of some of my favorite games. Thank you for your consideration.

Sincerely,  
Rahil Patel