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 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.

As an example of my capabilities, I’ll detail the last project at my [last job](http://www.rynoh.com): the Impact interface. [Impact](http://www.digisolaz.com/software/titleandescrow.htm) is title/escrow software that many title insurance agents use. I had to learn how to: use Impact, figure out what database it uses, how to connect to it, find the escrow bank transactions in the database, see how the transactions are changed by events in Impact, then write the code. I used another interface as a base, then wrote giant T-SQL queries (Impact has awful database design) to retrieve the data from Impact, and then wrote other code [C#] specific to Impact. After the properly formatted retrieved data in memory, it was finally sent to my company’s server via web services. I completed all of this alone, with only a few questions to the lead programmer.

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. Thank you for your consideration.

Sincerely,  
Rahil Patel