Dear Brooklyn Packet Co. 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 game tester 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. I would be able to find many flaws, advise improvements, and possibly even fix them myself.

Although I do not have experience in a quality assurance 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 developers 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.

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 any company. I especially enjoyed reading about your company; the writing was humorous yet serious, without sounding generic like larger companies. It created an image of an ideal rustic workplace, which I ache for. Thank you actually reading this, I really do appreciate it.

Sincerely,  
Rahil Patel