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 actually reading this, I really do appreciate it.

Sincerely,  
Rahil Patel

For example, I just added this paragraph to my cover letter to show human element!

[can replace games with entertainment]

I feel the gaming industry is lacking in quality compared to other media. There’s often a plain story (sometimes none!) and genre specific unoriginal gameplay. I think I’d be able to offer novel ideas that blend in with an involved story.

To me a tools programmer works like a proactive consultant. He/she directly helps the business by automating mundane tasks of co-employees, saving time and money for the business. Since the position isn’t too specialized, I believe it would make a great starting point into 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.