Hello DoubleFine Recruiter,

I recently finished a temporary programming job and intend to relocate to the San Francisco Bay Area 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 persuaded me to move west. I chose San Francisco because it has a diverse population, a progressive mindset, and a great entertainment industry, which is where my career belongs.

The reason I believe I could be a good game programmer or 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 are applied to design, I imagine I could conjure original gameplay ideas that interweave with intricate story and art, similar to top independent games, like Braid.

The main programming language used throughout my CS curriculum was C++. I used standard C++ libraries to complete many programs. Classes focused on core programming which forced me to write complex algorithms rather than learning new technology.

Contrarily, my last job concentrated on a more recent technology: the .NET framework. 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 game engines.

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, especially DoubleFine; my friends tell me I would love Costume Quest. Thank you actually reading this, I really do appreciate it.

Praying I had you from “Hello”,  
Rahil Patel