Forewarning: I am not currently enrolled in college; this wasn’t explicitly detailed in the job post. I also don’t have a year of game development experience, so couldn’t apply for the Junior Game Designer position.

Dear Tagged 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.

My personality fits this position too. Being slightly minimalistic and slightly perfectionist, I’m good at criticizing. I always research, test, and try to find the best product before purchasing it. Even for leisure entertainment, I strive for the greatest examples of the medium. Whether it’s Braid or a breakout clone, I would be able to find flaws and advise improvements.

As a programmer, I believe I have leverage in many of the responsibilities of a Game Design Intern. I would be able to communicate freely with the developers, making feasible feature requests. I would be able to offer a more detailed analysis of quality assurance. I could even help with development. And of course, I know how to work hard for deadlines.

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, especially one with former Google employees! Thank you for your consideration.

Sincerely,  
Rahil Patel