Dear Zynga 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 sounded dull to 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.

Although I do have some LAMP experience, the most relatable experience I’ve had to a Tools Engineer was the development of Microsoft administrative standalone applications during my last job. I used ASP.NET or WinForms to create small apps that either automated tedious processes or displayed otherwise difficult-to-reach data. For example, my first project was to create a program that safely associated bank accounts to a “bank retriever” class, offering the ability to create a new instance of the class. Non-programmers were then able to use it, saving time and allocating work away from the developer.

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.

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 yours; I didn’t know Zynga was so large! Thank you for actually reading this.

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.

I chose the video game industry because I think I would become happier and more motivated if I worked near something I love.

When these traits are applied to design, I imagine I could conjure original gameplay interwoven with a complex story, similar to top independent games.