Dear HR Contact,

With the utmost eagerness, I want to express my interest & passion for the Game Designer position. As a passionate & adaptive-driven employee, I know my versatile skills and qualifications will make me an asset to the team.

As you will find on my resume, I have had a variety of experiences with many different roles in Game Development, from my time at ABI Games Studio to my time at Gear Inc, I am looking to take the next step in my career by leveraging my Game Development to develop myself both personally and professionally, and to bring joy to game lovers around the world.

As a prospective employee, I immediately can bring the following qualities to the team:

* **Unity and Unreal Engine.** I have 4 years of experience in using Unity and Unreal Engine. I have been a lead programmer for many game projects when I was at Quinnipiac University. My recent game project is developed on Unity with physics features. Also, my time at Gear Inc has taught me to use Unity with complex data management plug-ins, so I believe that I’ll get familiar with your company’s plug-in system quickly.
* **C#, Java, and other OOP languages**. I have 5 years of experience in using OOP language, for Unity, Unreal Engine, and back-end development. I have collaborated with many students from the Computer Science Engineering department, where I worked as a back-end developer.
* **Quick Prototyping**. In my GitHub link, there are many quick mini games that I have made, each of them has a different concept and gameplay.

While my resume provides a quick summary of my experiences, I hope to have the opportunity to share how I can bring value to the company’s needs.

Sincerely,

Son Nguyen