Dear Sir/Madam,  
  
My name is [Nicki Voutou](https://www.linkedin.com/in/ACoAAAue83cBAKkrpkdmoxULVB0gPjFqu8IS9ks),  
  
I’m from Greece, I have a Bachelor’s degree in Computer Science and over 11 years of professional experience in Full Stack Web and Mobile Applications Development.  
  
My ability to manage and organize complex projects efficiently, pay close attention to detail, identifying and solving problems on time, no matter how challenging the assignment, has played a contributing factor to the success of all my projects.  
  
I'm really passionate about Unreal Engine and that is why I quit my last job as a Senior Software Engineer, to fully dedicate myself to Unreal Engine by doing courses and further expanding my knowledge of Blueprints and C++, in order to fulfill my dream and be a part of an awesome game someday!  
  
I have attended (still am) several LinkedIn & Udemy Unreal Engine courses, which gave me plenty of experience regarding game development (in various fields: Blueprints, Materials, Collision, Character Animations, Sequencer, UMG, Combat and Gameplay Mechanics), so I do not consider myself an amateur!  
  
Although I have created a variety of Unreal Engine projects as part of the courses I've been doing, and one little 3D Platformer game of my own as a demo (which is not yet completed), I lack professional experience as a Game Developer, which is required even for a Junior/Entry position.  
  
If my experience does not match your requirements right now, I would appreciate it if you could tell me what to work on and re-apply in the future, when I’ll be more experienced according to your needs. Or maybe you could give me a challenge to see my capabilities.  
  
Your time and consideration is greatly appreciated.  
  
I’m looking forward to hearing from you,  
Nicki Voutou.