June 24, 2024

Dear Avalanche,

Thank you for your consideration. Since last working at the studio, my passion for playing and writing video games has never waned. My favorite game (right now) is Tears of the Kingdom. I’m currently working on my own platformer game, which you can find on my Git-Hub. I think I could be of great service to the company once again, if given the opportunity.

My thoughts on the guiding principles…

**Act as One Team** – The phrase, “a house divided against itself cannot stand,” comes to mind. I think it’s really important that no one ever feels any trepidation about coming to work, especially if it’s due to a problematic coworker. I’m sensitive to this, and desire to make everyone feel welcome and valuable. I believe I’ve become a better coworker over the years and learned from my mistakes.

**Create What’s Next** – I’m always interested in learning new things. Just a few months ago I took a dive into the world of audio programming. I wrote a MIDI synthesizer that can leverage sound fonts and apply a vibrato to the tones. Also, clearly, it’s better to fail fast than slow. A similar bit of advice is to find the fun early. The sooner your game is fun to play, the more time you’ll have to make it ever better.

**Empower Storytelling** – In any form of media, I’ve always believed that you can have the best graphics or the best art, the best of everything, but if you don’t have a good story, then you have nothing. Conversely, I can forgive substandard graphics or other things if the story is compelling, not to say we shouldn’t shoot for the best all-around. In short, the story is everything, in my opinion.

**Champion Inclusion** – Without question, I include everyone, unconditionally. I would not, however, expect you to want me to be inclusive of every form of *conduct*. Some conduct is wholesome while that of others is debatable. In any case, there is no judgment here on my part. It’s a professional environment, and I’m here, with you, my colleague, to get the job done, and get it done well.

**Dream It & Own It** – If my code has a bug, I don’t just want to know about it, I want to fix it. Of course, I have nothing against fixing anyone else’s bug in their code, because we’re a team, and we support one another. I also have a can-do attitude. As an engineer, there is always a way to fix a problem, and I’m always most interested in the cleanest solution.

Thank you again for your time and consideration.

Sincerely,

Spencer T. Parkin