

March 18th, 2020
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Dear Audio Apprenticeship Hiring Manager,

When I visited the audio department at ArenaNet in 2017 with the Seattle Game Audio Group, it made a lasting impression. Seeing the studios, meeting the team, and getting an inside look at the process of game sound design was an experience that cemented my resolve and that continues to motivate me to pursue game audio as a career.

On top of learning the fundamentals of digital audio through my studies at Shoreline, I've been taking opportunities for the past several years to dive into game audio middleware, audio programming, DSP, and game design. I spent months designing scripts to control rhythmic gameplay elements, in addition to producing and implementing original sound and music, for a local college's game development club project. I was praised by the project lead for my reliability, initiative and resourcefulness in dealing with the many technical and conceptual challenges faced by the team.

Years of military service and experience in the aerospace industry have allowed me to cultivate a strong work ethic and an appreciation for the value of diverse teams, as well as helping me to strengthen my time management skills. I have established a reputation at school and at work as someone who learns quickly, works hard, and follows through.

I am extremely thankful for this opportunity, and for your consideration of me as a potential candidate for apprenticeship.

Respectfully,
Brian Sullivan