

JMJ

Johnson, Morgan J.

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Letter

Job Posting 3 (Early Career, Recipient Name Unknown)_clone

Applying to a specific job or internship opening or expressing interest in a specific position.

Created By:

JMJ

 Johnson, Morgan J.
Mon, Jun 3, 2024, 2:57 PM ET

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JUNE 7, 2024

Game Design Internship
Stride, Inc.

I have enclosed my resume regarding the Game Design Internship position. I'm interested in this position and would be a good fit due to my previous experience in game development, as I've developed and released several games in the past, both alone and on a small team. Due to working on different projects with different people, I've gotten experience across different aspects of game development, including programming, design, art, audio, and UI/UX. This experience is mostly in the Unity engine, though I'm also familiar with Pygame and GameMaker.

Links and Example Works:
Linkedin: www.linkedin.com/in/morgan-jj-johnson
GitHub: <https://github.com/three-halves>
Mana Cycle Repository, a published video game made in Unity and C# I've developed on a team:
<https://github.com/infinityJKA/Mana-Cycle>
Itch.io (Where playable versions of the games I've worked on can be found): <https://threehalves.itch.io/>

Thank you for taking the time to review my application and consider me as an applicant.

Morgan Johnson

Enclosure:

Resume

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