

Jordan T. Smith

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Acme Corporation

RE: Entry Level Game Designer

Dear Hiring Manager,

I am excited to apply for the Entry Level Game Designer position at Acme Corporation, which I discovered on your careers page. The opportunity to contribute to a company renowned for its innovative gaming solutions greatly appeals to me, and I am eager to bring my passion for game design and creativity to your team.

During my time at university, I developed a keen understanding of game mechanics and user engagement through my capstone project, 'Quest for the Lost Artifact.' I led a team of five in creating an immersive 2D platformer that received the Best Game Design award at our annual showcase. This project honed my skills in level design and narrative development, as I crafted compelling storylines and captivating layouts that resonated with players. Additionally, I interned at a local gaming studio, where I assisted in designing user interfaces for a mobile game, ensuring a seamless user experience that resulted in a 20% increase in player retention during beta testing.

I am particularly drawn to Acme Corporation's commitment to pushing the boundaries of interactive gaming, and I believe my background in both technical and creative aspects of game design aligns well with your goals. I am enthusiastic about the possibility of discussing how my skills and experiences can contribute to your projects and the future of gaming at Acme. Thank you for considering my application; I look forward to the opportunity to speak with you.

Sincerely,

Jordan T. Smith