

# Jordan McKinley

January 16, 2026

Acme Corporation

RE: No Experience Game Designer

Dear Hiring Manager,

I am writing to express my enthusiasm for the No Experience Game Designer position at Acme Corporation, as advertised on your careers page. With a passion for creativity and a deep appreciation for storytelling through interactive media, I am eager to contribute to your team and help create engaging gaming experiences that resonate with players.

Although I am just starting my career in game design, I have dedicated the past year to honing my skills through various independent projects and online courses. For instance, I developed a small role-playing game using Unity, where I focused on creating immersive environments and character designs. This project not only enhanced my technical skills but also taught me the importance of player feedback, as I gathered insights from friends and fellow gamers to refine gameplay mechanics. Furthermore, I recently collaborated with a group of aspiring designers on a game jam, where we conceived a unique puzzle game concept that won second place. This experience underscored the value of teamwork and rapid iteration under tight deadlines, which I believe are crucial in the fast-paced gaming industry.

I am particularly drawn to Acme Corporation's commitment to innovation and quality in game design. I admire how your team continuously pushes creative boundaries, and I would love the opportunity to contribute to such exciting projects. I am eager to share my fresh perspective and learn from the talented professionals at Acme.

Thank you for considering my application. I am looking forward to the possibility of discussing how my background, skills, and enthusiasm for game design can contribute to the innovative projects at Acme Corporation. I hope to hear from you soon.

Sincerely,

Jordan McKinley