

Jordan Matthews

January 16, 2026

Acme Corporation

RE: Relocation Game Designer

Dear Hiring Manager,

I am excited to apply for the Relocation Game Designer position at Acme Corporation, as advertised on your careers page. With a passion for creating immersive environments and a strong background in game design, I am eager to contribute my skills to your innovative team.

In my previous role at Bright Future Games, I led a project that focused on urban relocation simulation, which enhanced the player experience through realistic city-building mechanics. By implementing user feedback, I redesigned core features that improved player engagement by 35%, as measured by in-game metrics. Additionally, I collaborated closely with the art department to create visually stunning and culturally authentic environments, which received positive accolades during our beta testing phase.

Furthermore, during my time at Creative Minds Studio, I developed a relocation-themed DLC that not only expanded gameplay but also educated players on the nuances of real-world geographic relocation. This project increased our player base by over 20,000 and significantly improved our game's ratings on various platforms. My ability to intertwine engaging gameplay with meaningful narratives makes me confident in my capability to contribute to Acme Corporation's mission of delivering top-tier gaming experiences.

I am eager to discuss how my experience aligns with the goals of Acme Corporation and how I can contribute to your exciting projects. Thank you for considering my application. I look forward to the possibility of discussing my candidacy further.

Sincerely,

Jordan Matthews