

# Jordan Alexander Smith

January 16, 2026

Acme Corporation  
RE: Unity Developer

Dear Hiring Manager,

I am excited to apply for the Unity Developer position at Acme Corporation, as advertised on LinkedIn. With a passion for immersive game design and over five years of experience in the field, I am eager to bring my skills to your innovative team and contribute to creating engaging gaming experiences that resonate with players around the world.

In my previous role at Tech Games Studio, I led a team in developing a multiplayer game that achieved over 500,000 downloads within the first month of launch. My primary responsibility was to optimize the game mechanics using Unity's physics engine, resulting in a 30% increase in performance across various devices. Additionally, I implemented a modular asset pipeline that reduced asset loading times by 40%, allowing players to enjoy a seamless gaming experience. These achievements were recognized when the game was nominated for the Indie Game Awards 2022, underscoring my commitment to delivering high-quality products.

Furthermore, I have a strong foundation in collaborating with cross-functional teams to align game design with user feedback. For instance, I worked closely with the art department to enhance visual storytelling in a narrative-driven game, leading to a 25% increase in user engagement metrics. My proficiency in C# and experience with VR projects allow me to tackle diverse challenges, ensuring that I can contribute effectively to the ambitious projects at Acme Corporation.

I would love the opportunity to discuss how my background, skills, and enthusiasms align with the goals of Acme Corporation. Thank you for considering my application; I look forward to the possibility of contributing to your team.

Sincerely,

Jordan Alexander Smith