

# Game Programming

## Sample Cover Letters

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Breakdown of cover letter sections:

Your Name  
City, Province

Today's Date

Ms./Mr. First  
Last name Title  
Company name

Dear Hiring Manager,

Paragraph 1: State the position you are applying for and how you found it. State one characteristic of the company that you admire (shows you did some research). Describe your excitement to bring (2 skills) to the position.

Paragraph 2 (and an optional 3): Briefly give details concerning your background and experience. Provide one or two specific examples that illustrate the skills you mentioned in the opening paragraph. When providing examples, think numbers and accomplishments, showing what skills you will bring to their team/organization. Illustrate these skills with action statements reiterating what you express on your resume without redundantly repeating yourself.

Paragraph 3 (or 4): State that you are available for an interview or to further discuss your qualifications and give them a number to reach you. Describe any items you have enclosed. Re-assert your excitement to be considered for the position and thank them for their time.

Sincerely,

Your Name

## COVER LETTER SAMPLE

EMAIL SUBJECT: Game Programming Position Application

Dear Mr. Braun:

This email is in regards to my interest in applying for the **Game Programmer position** recently posted through yourwebsite.com. While browsing the EB Games webpage I came across your interactive landscapes page and found it quite informative. The techniques and services provided by your studio range across a wide and impressive spectrum. I am also impressed by the multitude of published projects and the variety of services provided. EB Games is a leader in game programming. With my skills, knowledge, and flexibility I am able to serve as a dynamic member of the development team.

During my studies at Toronto Film School, I have had the opportunity to hone my skills with tools like Visual Studio, Flash/Flash Developer, Torsion, Unreal Editor and languages such as C, C++, C# (.NET), Visual Basic 6, Java and Assembly. Inside the classroom I have committed myself to academic excellence. Outside the classroom, I helped set up the Women in Technology Project at our school, which introduced middle school students to digital animation. My three years as a member of Software Engineering Club here on campus has helped connect me to students of different backgrounds and function as an inclusive and supportive group.

I am currently available for an interview scheduled at your convenience. I have attached my resume detailing academic knowledge and technical skill. My Online portfolio can be view at [gamerportfolio.com](http://gamerportfolio.com). I appreciate the opportunity to discuss a position with EB Games and provide you with further information.

Your time and consideration is greatly appreciated. I look forward to talking with you soon,

Rachel Bobson