

GAME DEV. LEVEL:

Entry - Junior / Indie Developer

JOB POSITION PREFERENCES:

Game Designer
Narrative Designer/Writer
Concept
Level Designer
UI/UX Designer
Junior Artist

CATEGORY PREFERENCES:

Game Design
Level Design
Narrative Design
Puzzle Design
UI/UX Design/Art/Programming
Sound/Music Design/Dev.
Concept Sketch/Drawing
Documentation

MOST FREQUENT TOOLS/KNOWLEDGE (1-5):

2D (4): Photoshop, Illustrator
3D (3): Blender, 3dmax, Rhinoceros + Grasshopper
PROGRAMMING (2): UE Blueprints, HTML-CSS, Markdown, C, Python
ENGINE (3): Unreal Engine, AGS
AUDIO (4): Protools, Studio One, Reason, Audition, Sequoia
DOCUMENTS (4): Office, Google-Jira-Trello-Slack, yEd-XMind
PHOTOGRAPHY/VIDEO
COMPUTERS

TRAINING:

Virtual Design - IED (Istituto Europeo di Design)
Sound Technology - IPAC (Istituto Profesional de las Artes de la Comunicación)
Fab Academy (Principles and Applications of Digital Fabrication) - FAB FOUNDATION / CBA-MIT
Videogame creation with Unreal Engine (x2) - Comunidad de Madrid

PROJECTS:**2WAYBACKDOOR (AGS)** ([web link](#))

Literary script
Sketches (manual and digital)
2D animation
Level creation (into the engine)
Character movement

WHERE'S THE PARADISE? (AGS) ([web link](#))

Game Design Document
Literary script (2 episodes)
Characters description
Dialogue
Storyboard
Diagrams (plot, objectives, levels, characters)
Sketches (characters, 25 / environments, 40)
2D animation
Level creation (into the engine, 13)
Character movement in/between levels
Programming (levels, hotspots, objects, dialogue)

WELCOME TO MYST MOUNTAIN (UE4) ([web link](#))

Technical script (gameplay, texts)
Diagrams (plot, objectives, levels)
Sketches (environments, interface)
Resources (asset management)
Levels (into the engine, 5 / landscape-foliage)
UI/UX (menus, HUD)
Programming with Blueprints (objects, triggers, UI, messages, levels, game instance)

GRAFFO-WAR (UE5) ([web link](#))

Technical script (gameplay, texts)
Diagrams (levels, blueprints, development, objects, animations, hotspots, events, actions)
Sketches (environments, interface)
Resources (asset management)
Levels (into the engine, 3 / landscape-foliage)
UI/UX (menus, HUD)
Programming with Blueprints (objects, triggers, UI, messages, utilities, puzzles, characters, artificial intelligence, animation, levels, game instance)

Dear Human Resources Department,

I thank you in advance for taking the time to read my letter, which I will make as practical as possible. My name is **Edu Segovia** and I intend to **start** my career in the video game sector.

My training and professional profile

I define my field of action and interest based on these training and professional references (among others):

- Career studies in **Design** oriented to animation and video games.
- Career studies in **Sound** and digital Audio applications.
- Master's studies in **Digital Fabrication**, integrating design/creation of objects with programming and interaction.
- Training studies and professional experience in **Hardware, Software and Networks**.
- Training studies in Creation of videogames with **Unreal Engine**.
- I have gained professional experience for more than **15 years** (technical, university and cultural entities)

I am clear that I want to dedicate myself to what I like. For this reason, **I am re-orienting my career** from my artistic and technological background towards the field of video games, trusting that these bases will allow me to give **very good and interesting results** once I have managed to enter the production chain.

I have been dedicating myself to **my own video game projects** independently, alone, and at the same time trying to get a job in the sector. However, due to my **lack of work experience in the industry**, I am in an **entry-level position** where there are not enough opportunities for testing and training.

The video game industry

The lack of experience does not arouse the attention of a team in full production, if a new incorporation can be a drag. In other cases, perhaps it is interesting that **inexperienced personnel** appear who also feel **highly motivated**, fresh with ideas and energy, open to learning and growing, with prospects of repeating to achieve better standards and results (a case with which I identify). In such a case, I am the first volunteer (ipso-facto).

Finding a job in the video game sector is a challenge that you only face relentlessly if you are sure that you want to dedicate yourself to the creation of video games (in some way). And that's what I work on. I constantly iterate to understand and learn what is necessary to be an **ideal or interesting candidate**.

Trying to self-evaluate my profile, I compared my interests, knowledge and experience in video games with the tasks of the roles in this industry, and I concluded that I have more activity or experience around **Game Design, Narrative Design, Concept, UX, Sound Design**, although this does not turn off other interests such as Programming or Production. The reason why I seek to work with videogames is that I am passionate about narrative, adventure and stories in general. **I want to create interactive stories**. I also love simulations, mechanics, skill and puzzles.

My personal profile

- I am interested in technology as a set of tools designed to achieve an end.
- I am interested in the arts, expression and communication, which I consider essential bases of our societies.
- I am interested in the creative point of these ideas because of their value in Research, from where I decide and act.
- I learn and advance both as a team and self-taught.
- I produce music independently.
- I do photography, video, drawing, writing and crafts (and video games!)
- I am tidy, attentive and meticulous, and I work tirelessly to/until I achieve my goals.
- I look for communication, inspiration / immersion, functionality, subtlety and improvement, or aesthetics and pleasure.
- I am a respectful person, educated and with my own criteria.

Summary of my cover letter

- 1) **Entering the video game industry** is my goal; I am currently at entry level.
- 2) I have a **background** in design, sound and computing, and years of experience in institutions.
- 3) I invent and produce **my projects** independently, from where I get my experience.
- 4) I take advantage of any **video game training**, such as Unreal Engine courses.
- 5) I study videogames and I **get involved for fun**. I love video game production.

If you are considering hiring a person who can enjoy a slight learning margin in which to give support while demonstrating his skills and providing as much performance as possible, do not hesitate to contact me.

Thank you for your time.

Edu Segovia (Mr.E)
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