

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.

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### **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.

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