

Emiliano Dichter

Independent Game Production Student

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Dear recruiters,

My name is Emiliano Dichter, and I am a student at **Howest Digital Arts and Entertainment**, currently pursuing a major in **Independent Game Production**, and I am eager to apply for a position as a game producer at your company.

I still have one year and half remaining in my studies, during which I will hone my skills further and participate in an internship to gain hands-on industry experience.

I bring experience to the table as I have collaborated with **CoderDojo** in the past, a voluntary association that strives to teach young children from ages 8-12 the basics of coding.

I can easily work with many programs, such as Blender, Unity, Photoshop, Substance 3D Painter, Davinci Resolve, Excel and I am proficient in the C# language, especially within the Unity game engine.

For me, making games is all about satisfying my curiosity. I like to get to the bottom of how things work and understand them fully. By joining your company, I hope to further deepen my knowledge about game development and learn from your amazing team while contributing to it.

That is why I hope that you will retain my application and remain open to an interview where we could explore future collaborations and synergies.

Thank you for taking the time to read this letter, and I look forward to hearing back from you soon.

Sincerely,

Emiliano Dichter