**GAME DESIGNER COVER LETTER**

5/5/20XX

Kim Torres

CEO

Blizzard Entertainment

P.O. Box 18979

Irvine, CA 92714

Dear Ms. Torres,

As a passionate game designer with 5+ years of experience driving vision and implementation of popular game systems, I was excited to see the opening for a *Hearthstone*designer at Blizzard Entertainment. Blizzard creates the most epic entertainment experiences bar none. You’re seeking a game designer for *Hearthstone*to flesh out world-building and enhance card game mechanics. You need someone who can create compelling missions, understand *Hearthstone*design principles, and enhance storytelling through new card names, concepts, voiceover, and characters. I think you’ll like my resume.

As a game designer at Rockstar Games, I developed ideas for gameplay, and expanded existing systems, working on 5 AAA released game titles, including *Red Dead Redemption 2* and *L.A. Noire*. I fleshed out 25 in-game areas, including two card games and 11 in-game missions, two of which received Rockstar’s internal “Mission of the Year” award. I created 200+ voiceover clips and developed 35 popular new characters.

You may also be interested to know that for a personal project, I wrote up Ben Thompson’s *The Art of Hearthstone* talk at GDC in 20XX for an article for *Joystiq* that got 20,000 page views. I’m a big fan of *Hearthstone* and I’ve used its design concepts for years to inform my work.

Working at Blizzard Entertainment would be a dream come true. I’ve played your games for years, and based on what I’ve read about your culture and offices on Glassdoor, working for you would help me grow my skills in a superior work environment. Could we choose a time next week to talk about how my skills in Python, Maya, and game design can help meet Blizzard’s goal of fleshing out the world of *Hearthstone?*

Best regards,

Donald Robertson