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Dear funcom,

I am writing to apply for the position of Game Tester. I feel I would be a perfect fit for this position. I am passionate about the intricacies of games, I have experience playtesting and problem solving VR games at my current job in the Paley Center of Media and I am also a student of New Media where I study game design and animation.

As a student of New Media at the City University of New York I have completed coursework in Animation, 3d animat as well as Graphic Design and web development. For game design class, I finished my first game, firewood, using UnrealEngine 5. In the game, the player traversed an open world forest collecting wood. I learned a lot in this project that I think would be relevant to the role of a game tester. In class, we studying play testing methods, level design layouts, and basic programming.

From trying to break levels in Ocarina of Time to Kingdom Hearts I have always loved pushing games to their limits. When I was a kid I would grind the level system from the introduction of kingdom hearts, when you, as the player, were not expected to do. So when I got to the first world I would be overpowered as heck to the point where I one shot enemies for the beginning part of the game. For platforms/survial games that require psychics, I usually would try to break and abuse them. From just trying to escape the level in a single way or experiment how they react with different objects.

In my job at Paley center of media I would have to take care of or manage people playing games and when they ever had trouble I would always be there to help them with the game. Not only that but as employees of this gaming area we would often have to try out games and see if they were good for the public or not. During these playtests we would often come across many bugs that we would often have to find a way to get around or fix. And due to looking over many customers I have seen how games can be broken and have unresolved issues. An example of a game I have found bugs in was a VR ghostbusters game. Where you would team up with many ghostbuster players online to capture ghosts and do objectives. During me playtesting, it was the end of the mission where we were finishing up, me and my team had to get components to fix the ghost machine but something unexpected happened. During the last segment I accidentally took out one of the energy components out of the machine. After we finished cleaning all the ghosts we noticed the energy component came out, but when we tried to put the component back in the machine the game registered the energy component as "out of energy". So for the next 10-15 mins we were backtracking from beginning of the level to end trying to find a spare energy component to no eval. For this whole duration there were no ghosts so I was just a sandbox level of nothingness. In the end, me and the other players decided to force quit.

In the end I believe I would be suitable for this position where I experiment with games and resolve issues with games. For me I find that experimenting/breaking with games to be fun and something I take pride in. In my experience I believe I can break games even when they seem so polished. Which is why I think I would be a perfect role in this job where I can experiment and collaborate with other people in this field. I greatly thank you for having the time of day to read my experience and hopefully consider my experience valuable enough to participate in the field. Hope you have a lovely day

Sincerely,
Roger Martinez