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GUERRILLA

If you are going over this, you may be considering my application for an Internship at Guerrilla Games. I had already seen this internship, but I did not decide to send my submission until I felt prepared. I can say that I know the development of a video game and to achieve something like yours, you need awesome people at the wheel. **But in the end, I have to be myself as you say, and show you that I could be extraordinary if the team gives me an opportunity!**

I'm Aaron, a "video game creation" student (3rd year). This means I'm learning about everything related to art, narrative, game design, business, MK, intellectual property, psychology, testing, etc. I'm also an Art enthusiast and a designer (the graphic-kind, and the concept one). I love learning different things, and I especially enjoy showing people new ways and tools to improve their academic/professional life.

So, I'm evolving myself into some kind of **Technical Artist/3D Artist/Game Designer** until I can fit in some place. I like to be seen as a **Technical & 3D Artist**, because even if I make tools, shaders and all that kind of stuff, that won't stop me from making traditional art like characters or props. But at the same time, incorporating everything into the engine to make it playable and useful.

I'd love to be an Art or Design Intern during this summer or even the September - February period. I'm sure I possess the minimum qualifications: I've been making a bunch of internships, taking part or managing really different teams along video games, board games and gamifications. Apart from that, I've usually given some talks about technical art, game design, Game Studies, etc. **I receive pretty good feedback.**

A motivated and engaged diverse team is essential for successful project development, and this is usually the leader's responsibility. Of course, projects must be not only started but also shipped. **I always pursue excellence**, even when the deadlines are arriving faster than expected. **So, I want to live this experience in the best place I could imagine.**

To put it in a nutshell, **I believe that successful innovation and making people happier should always go hand in hand.** And that's what I'm trying to achieve. Thank you for considering me and reading this far. If you have any question or feedback, just let me know (via email, or any other social media). I'll appreciate it a lot!

Sincerely yours,

AARON RUGAMA

