

[Your Name]
[Your Portfolio/GitHub Link]
[Your Email]
[Date]

Dear [Hiring Manager Name/Engineering Lead],

I am writing to express my interest in the **[Job Title]** position at **[Studio Name]**, as referred to me by **[Referrer Name]**, who currently works within your **[Department/Team Name]**.

Having followed **[Studio Name]**'s work on **[Specific Game/Engine Technology]**, I am impressed by your commitment to **[mention a specific technical aspect, e.g., high-fidelity rendering, seamless networking, or emergent gameplay]**. As a Software Engineer with **[Number]** years of experience in **[C++/C#/Engine Name]**, I am confident that my technical background aligns with the studio's current development goals.

During my time at **[Previous Company/Project]**, I specialized in:

- Optimizing **[System, e.g., Physics, AI, or Rendering]** which resulted in a **[Percentage]** performance increase.
- Collaborating with technical artists and designers to implement **[Specific Feature]**.
- Architecting scalable code for **[Platform, e.g., PC, Console, or Mobile]** environments.

I am eager to bring my passion for **[Specific Genre or Technical Challenge]** to the team at **[Studio Name]**. Thank you for your time and for considering my application through **[Referrer Name]**'s recommendation.

Sincerely,

[Your Name]