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My Cover Letter

Software professional with 12+ years of experiences in AS3 and 3D Video Games.

I develop win-win strategic business partnerships and network growth ; to generate more sales and improve relationships. I help people and organisations aiming for long-term success.

Thank you for giving me this opportunity. I have the skills and knowledge to match the job description. I am a smart worker, a great team worker, a good communicator and a decisive problem solver. I am a high achiever. For example, in one of my last job, I was praised by my manager for my attention to detail skills, how I quickly adapted to change and how I train new team members. And if you hire me, I will make sure, I quickly fit into your team, bring creative ideas to the company and take ownership of my professional development.

I have created, developed, finished and published numerous games on Steam (digital distribution service) on Windows PC and macOS using Unity3D and GameGuru 3D Classic Engine. I have work on Free to Play, FPS, TPS, Adventure, Multiplayer, Racing, Space Combat and Action-RPG Genre. I have completed and delivered 100+ projects for 8 years in Adobe Flash as an ActionScript 3 Developer with Away3D, Alternativa3D and Papervision3D.

My Steam account: <https://store.steampowered.com/search/?developer=Yann%20GEFFROTIN>

My games portfolio: <https://www.geffrotin.com/yann/games/>

I have a credly badge 'Unity Essentials Pathway'. <https://www.credly.com/users/yann-geffrotin>

Soft skills :

- I am passionate by 3D Video Games.
- I plan to generate the max value to my customer, me and my team. I organize my work with priorities. I use SDLC and SCRUM methodologies. I have high standards. I have a method for success and i use it often. I like to experience new things. It can be challenges. I like the way things evolve in my mind, and the delivery of results.
- I've two years of experience in customer facing relationship, to drive them into success. I am a team player and i can also be independent in the work. I like to collaborate. I like to plan and to lead project. I try to learn and improve everyday and i am willing to lead those who are open to this idea.
- I have experience doing report and recommendations to higher management.
- I ask for feedback. I try to have a quality of customer feedback that is highly satisfied. It's a process : i try to do things differently when they are not, to listen better.
- I have a strong positive, can-do, behavior. I write plans. I like helping people. I'm strong at finding how to repair errors. I use the divide and conquer strategy in my code. I have a positive and constructive / logic mindset. I like the building activity.

Hard Skills :

- I have learn C++, C#, Design Patterns, Object-Oriented Design, Scrum. I have a good feeling about 3D Video Games.
- I have a Master of Science in Computer Science and a Diploma in Mathematics.
- I am aware that my product is reviewed by a lot of people, so i tried to help by writing a clear and concise documentation.

I'm interested by a part-time or full-time job in English exclusively and 100% Remote.

I encourage you to connect with me : yanngeffrotin@gmail.com, and after at (+33) (0)6 27 66 13 46