

Subject: Internship at Indieship to work towards my own game studio

Dear Indieship Team,

I am Matthias Maes, and I would like to take part in the Indieship program because I am looking to start my own game studio.

Since my 3rd year of high school, I have wanted more than just a job working for a company. At first, I dreamed of becoming an inventor, building machines that could solve problems or help people. Over time, that dream grew into something more creative and digital. In my 5th year of high school, I discovered how much I enjoyed making small games. From then on, my goal became clear: to start a studio where I could create and manage creative and technical projects of my own. That is also when I found out about Digital Arts & Entertainment and chose Independent Game Production to work towards this goal.

Now in my third year, I have gained knowledge about game development, teamwork, and the importance of good project management. But I learn best by doing. Leading group projects has shown me how much I enjoy setting up pipelines, guiding a team, and improving the way we work. I am also a very engaging person, as I am a member of the Howest Student Council, where I contribute actively to represent and support my fellow students. That is why Indieship feels like the perfect next step, a chance to engage and go hands-on with what it really means to run a studio.

I first heard about Indieship in class, but it was during the Meet & Play event in Genk, when I spoke with Emma De Smet and Michiel Houwen from Flanders Game Hub, that I truly came to understand what it could offer. Indieship gives me the chance to practice not only development but also marketing, finances and time management, basically all the parts of running a company that I want to experience before starting my own.

I think that doing Indieship will point out where I still need to grow and what I still need to learn so that when the time comes to start my own studio, I will be ready. That is exactly what I'm looking for!

Thank you for taking the time to read my motivation letter and considering my internship at Flanders Game Hub doing Indieship. If you would like to know more about me, my skills, or my work, take a look at my portfolio at <https://mm-13.github.io/>.

Kind regards,
Matthias Maes

LinkedIn: <https://www.linkedin.com/in/matthias-maes-57aa5b2b7/>.