

Allen Lu

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December 31, 2019

**Adrian Irimescu
Electronic Arts
4330 Sanderson Way
Burnaby, BC V5G 4X1**

To Mr. Irimescu,

As a fast-learning problem solver that is well-versed in software development tools and algorithm design, it is with great excitement that I have submitted my resume for consideration to become a development member of Electronic Arts Vancouver. As an efficient and vocal team player in Android mobile application development in combination with a low-level understanding of assembly and low-level C/C++, I am prepared to contribute to your company's technological goals in developing scalable and effective video-game technology while meeting any time constraints necessary to complete the task.

My current degree is in computing science with a specialization in software practice at the University of Alberta where the focus is on using and understanding software, computer architecture, operating systems, and the application of discrete mathematics in algorithm design. Please take a look at the following project examples from but not limited to my resume, which outline one of many strengths I can leverage to further the goals of Electronic Arts.

- Designed and developed an elegant and efficient Mood-Tracking Android Studio mobile application in a team of 6 developers using Google maps and Firestore API's.
- Created a simple crime-statistic program with SQLite3 embedded Python with a terminal interface that allows the user to generate graphs and data using Edmonton's crime statistics data.
- Created a Linux shell in C++ which handles running executable files, cd, pwd, file output redirect, and background process execution.
- Created an LPT-Johnson CPU Scheduling performance evaluator by creating 400,000 random file instances which are then used in calculating performance ratios and graphed using GNU Plot.

My resume provides further detail about the unique skillset and passion I can bring to your team. I truly believe that my experience in programming and understanding consumer needs will allow me to excel in the Electronic Arts developer environment. I look forward to meeting with you to further discuss how my skills and experience as an intern would match Electronic Arts' technological goals. I hope we can schedule an appointment to talk, thank you for the consideration.

Sincerely,

Allen Lu